

COMP340

Game Development II: Production



20 credits
Compulsory for BSc Computing for Games
Dr Michael Scott

Introduction

You will consolidate your multi-disciplinary collaborative game development experience to work on a substantial development project over the course of two study blocks. You will develop your knowledge of computing for games in a practical way using techniques and methods that help you to take a creative approach to building an innovative and marketable game. This second module focuses on the production and launch of your game.

Aims

This module aims to help you:

- ▶ Consolidate your knowledge and experience in the context of creating a professional, innovative computing solution in a collaborative context.
- ▶ Consolidate knowledge and experience of how to independently organise and execute a computing project over a longer period and in a collaborative context.
- ▶ Demonstrate independence in identifying a problem that requires a solution and work iteratively and collaboratively towards that solution.

LO	Learning Outcomes	Assessment Criteria
1	Show a basic understanding of creative computing solutions using professional techniques.	Apply computing principles and processes to produce collaboratively an effective computing solution of use within a game development context.
2	Show a basic understanding of how to communicate effectively with stakeholders in writing, verbally and through adherence to coding standards.	Communicate clearly and appropriately when working in a group.
3	Show a basic development of the ability to reflect critically on and evaluate working methods and solutions.	Work iteratively on the basis of on-going evaluation in a collaborative context and analyse critically the strengths and weaknesses of your collaborative iterations.
4	Show a basic understanding of the ability to conduct research, present knowledge in an academic format and apply that research to practice.	Create a solution for which there is a market and for which you can show need.
5	Show a basic understanding of how to approach computing problems to create innovative solutions.	Create an innovative solution tailored to a known market appropriate to platform.
6	Show a basic understanding of methods used to help set goals, manage workloads to meet deadlines and to work collaboratively.	Understand and use effectively methods for organising and executing a game development project in a collaborative context. Show an understanding of how to plan, organise and execute a substantial, collaborative project.

Academic Staff	Dr Michael Scott Brian McDonald (Moderator)	
Assignments	Market Evaluation & Business Case	30%
	Production Tasks	40%
	Collaborative Game Demo	10%
	CPD Tasks	20%
Indicative Hours	Sessions	24 hours
	Supervised Studio Practice	33 hours
	Directed Reading	12 hours
	Market Evaluation & Business Case	14 hours
	Production Tasks	44 hours
	Pitch Preparation	7 hours
	CPD Tasks	14 hours
	Self-Directed Study	12 hours
	Self-Directed Studio Practice	40 hours
		200 hours

Each study block represents 600-hours of study. This means that 40 hours of study per week (including contact time) is expected, alongside a further 120-hours of studio practice across the assessment period.

Additional Resources

Session Plans & Materials:

<http://learningspace.falmouth.ac.uk/course/view.php?id=???>

Assignment Briefs:

<http://github.com/falmouth-games-academy/bsc-assignment-briefs/tree/2017-18/comp340>

Reading List:

<http://resourcelists.falmouth.ac.uk/modules/comp340>