Module Induction

GAM705: Major Project

FALMOUTH UNIVERSITY

GAMES ACADEMY

Outline of the Session

- Aim and Structure
- Different Kinds of Project
- Assessment and Submissions
- Where to find what?
- FAQs

The Staff

- Alcwyn Parker (Module Leader)
- Casto Vocal
- Jeff Howard
- Ady Smith
- Ed Powley
- Joan Casas-Roma
- … ?

Lectures, crits, etc.

- Matt Irwin
- Archie Andrews
- Michael Gray

Supervised studio practice

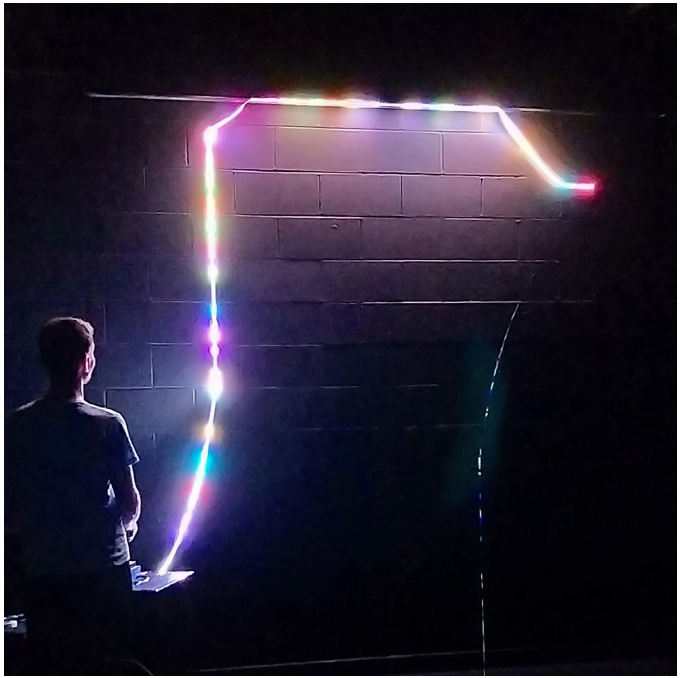
Aim and Structure

What is the module about?

You'll be exploring **research** and putting it into practice in the context of game development.

Work on a **major creative piece**. You'll be expanding and consolidating your skills through an extended project:

- Expand on another module's project (with *significant* amount of original content).
- Work on a brand-new project.



What is the module about?

- You'll begin by proposing your project through a **pitch and proposal**, and getting **green light** from staff members.

- **Research** will help guide your vision and will help you foresee scope and viability.

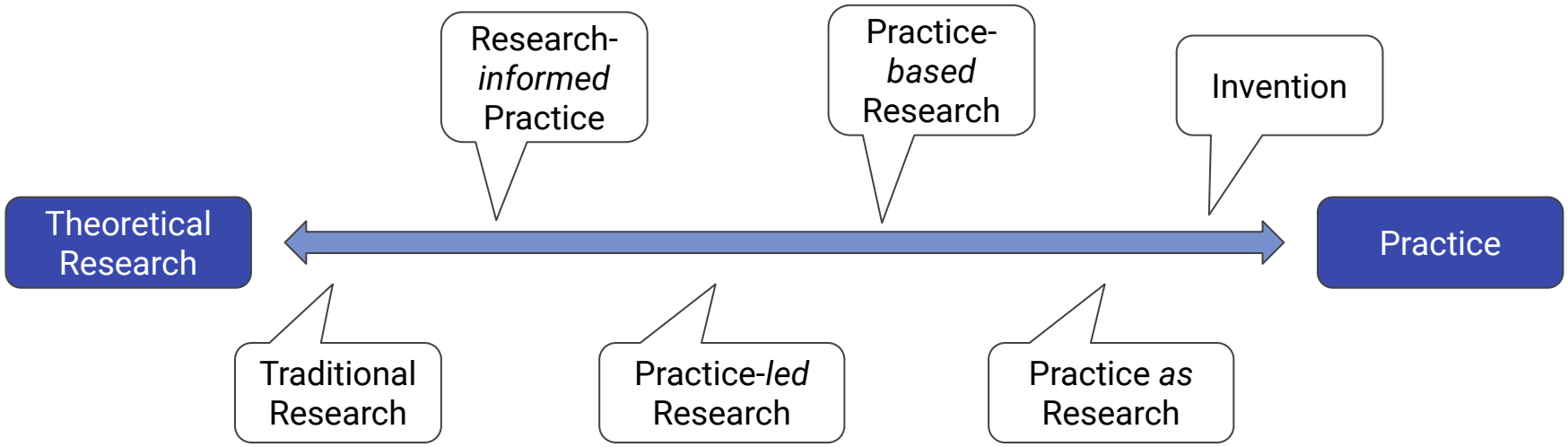
- Coming up with a **solid proposal and plan is key** to ensuring that your project will be achievable within the weeks the module runs.

How is the module structured?

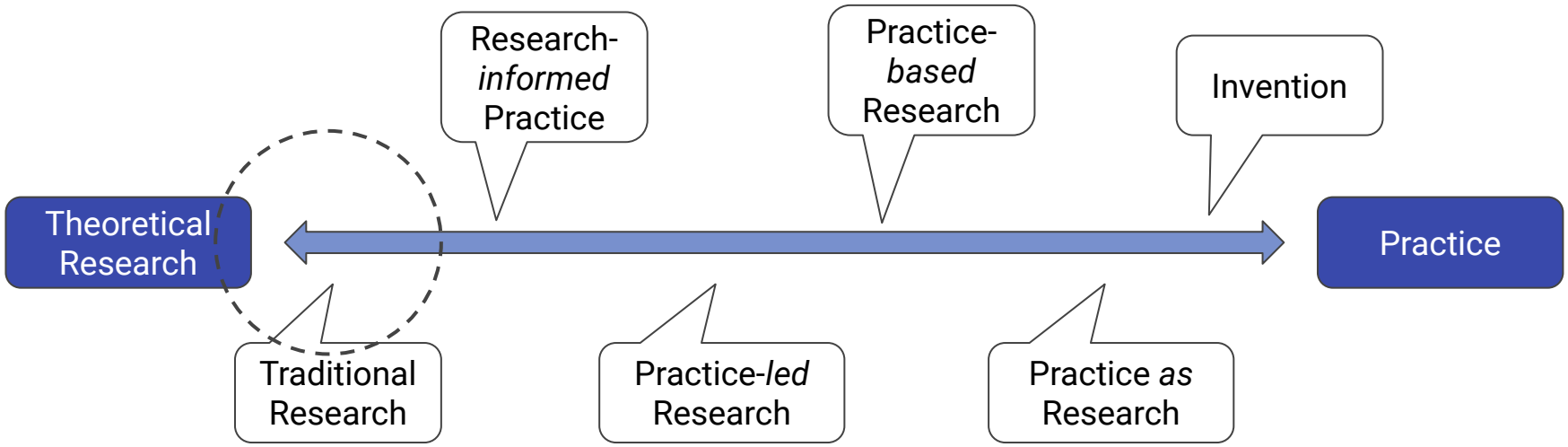
- **Online lectures**:
  - 1h-long lectures, either real-time streaming or pre-recorded lectures.
- **Supervisor meetings**:
  - Project progress according to weekly plan.
- **Group crits / Peer-reviews**:
  - Review current project state and receive / give constructive feedback.
- **Supervised Studio Practice**:
  - Technicians available to help.

Many Kinds of Projects

The Spectrum of Research



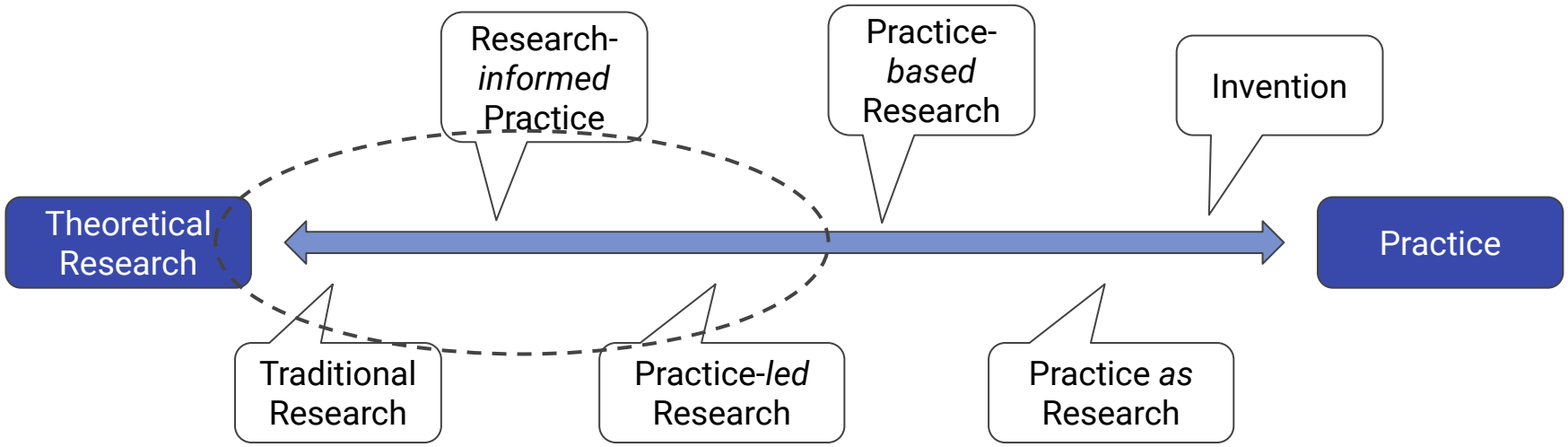
The Spectrum of Research



Purely theoretical research:

- Ex: Studying game decision graphs using modal logic.

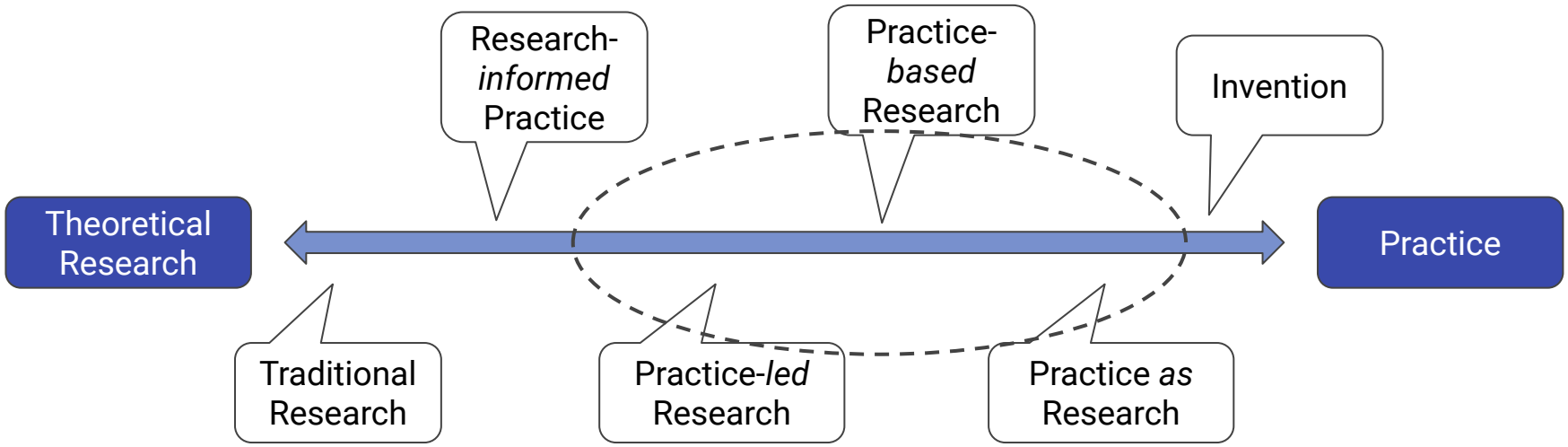
The Spectrum of Research



Design and effect measuring through experimentation:

- Ex: A/B test measuring player engagement.

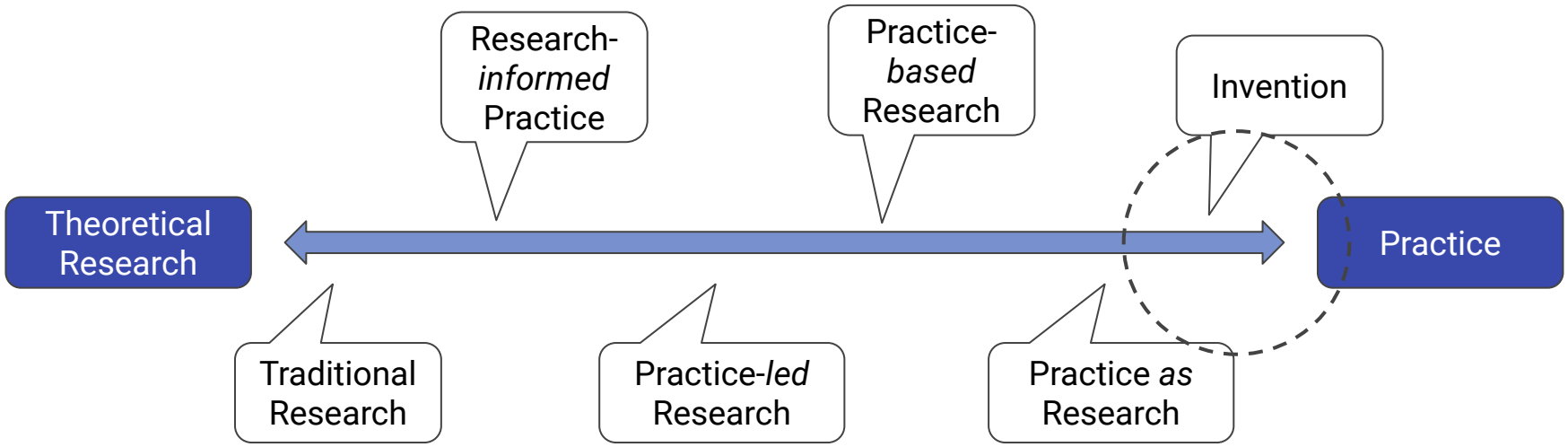
The Spectrum of Research



Documenting the process of creation:

- Ex: Using real-world stop-motion for a 2D game graphics.

The Spectrum of Research



Creation of a brand-new artifact:

- Ex: Original soundtrack composition for a game.

Assessment

Supervised Practice of Individual Projects

- Your Major Project is about your **individual work** (even if it's part of a team project).
- Your **supervisor is a mentor / advisor**, but the Major Project is based on your intellectual and professional independence (self-directed work).
- **Group crits and peer-reviews** will complement your supervisor meetings through additional feedback and guidance from your peers.

Submissions and Deadlines

- **MyFalmouth** is the place to check for **official summative deadlines**!
  - 21st August → Summative Deadline (week 12)
  - 24th August → Final Presentations (Oral defense) (week 13)

- Formative Sessions (Pitch and group crits; see **MyTimetable**):
  - Pitch session:
    - 9th June (week 2)
  - Online crits (peer reviews):
    - 15th June (week 3)
    - 6th July (week 6)
    - 27th July (week 9)
    - 17th August (week 12).

Submission Format (Formative)

- **Formative deadlines** are tied up to **Group-Crit** sessions:
    - Proposal / Pitch submission:
        - Submit slides + short document outlining the project + week plan.
    - Group crit submission (related to individual week plan):
        - Single ZIP file containing all relevant files + instructions.
        - If there is an artifact, there should be either an executable build, or a short video file showing the work being done.

Submission Format (Summative)

- **Final artefact** (Orientative: discuss with your **supervisor**):
  - In the case of **theoretical research**, the main artefact will be an academic dissertation, following the proper format.
  - If project involves **novel use of algorithms / coding techniques**, there should be a brief academic report providing context, relevance and novelty.
  - If a **game** is part of the main deliverable, the deliverable should be an executable build (and may include a research journal / report).
  - In the case of **practice-based res. / invention**, main deliverable can be a portfolio (may include a research journal / report).

It’s dangerous to go alone...

Where to find what?

- **MyFalmouth**:
  - Official summative deadline date.
- **MyTimetable**:
  - Lectures, group crits, supervised studio practice.
- **Learning Space**:
  - Formative deadlines, formative submission links, video lectures, Group crits, resources...

Frequently Asked Questions

FAQs (1/3)

- Can my project be a **group project** (ex: a game)?
  - Yes, but you must identify your role and contributions within the project.
    - I.e.; you will not be graded by the game as a whole, but rather by your work in it.

- Can my project **follow up from an existing project**?
  - Yes, but you must **significantly** expand it during this module:
    - A game already in beta that only needs minor tweaks and refinements would not be enough as a major project.
    - A prototype / draft from a previous module that you want to *significantly* expand / work on could do it.
      - Speak to your supervisor!

FAQs (2/3)

- Do I need to write a **memory / report**?
  - Depends on the kind of project:
    - Developing a game does, or creating art for it does not *need* a report…
    - Unless there is something specific (question) you are researching by developing that game (comparing development techniques, design decisions, etc).

- If so, **how long** should it be?
  - Depends on whether it has an artifact attached, as well as its goal:
    - A purely theoretical project should have a more comprehensive memory.
      - Potentially a publishable paper for a journal.
    - A practice-based project can have a shorter report / research journal.

FAQs (3/3)

- Do I need to have an **artifact** as part of my project?
  - No, depending on the kind of project:
    - A purely theoretical project, or a project that studies players' behaviours using pre-existing games and tools do not need an artifact.

- Do I need to do an **oral defense** of my project?
  - Yes: regardless of what kind of project, you will need to present and defend it.
  - This means you will be asked questions regarding the rationale behind the project, any research you have (or should have) done, etc.
  - Documenting your project, even if you don't submit any written Report, will help you keep track of this.
    - Even if based on pure invention, research should be replicable and understandable by anyone.

Questions?