

BSc Hons Computer Games Design and Development

# Introduction to Games Industry Practice

**GDV4000**

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# USEFUL COURSE TEXTS



‘Game Mechanics: Advanced Games Design’ by Ernest Adams and Joris Dorman.

Limited physical copies in Llandaff Campus library. eBook available via MetSearch -  
<https://library.cardiffmet.ac.uk/home>



Suggested reading:



[‘Applied Theory for Game Design’](#)  
by Joris Dormans. PhD Thesis.



[‘Defining Game Mechanics’](#)

Miguel Sicart, International Journal of Computer Games Research, Vol 8, Issue 2, Dec. 2008.

# Studio 1: Introduction

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Game Industry and Design Methods and Practical Tasks – Workgroups



Assessment Plan



Moodle Resources



Questions?

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Game Industry and  
Design Methods –  
Some indicative  
content we will be  
covering:

## Game Design Principles

Introduction to the Games Industry – History and Development

Game Development Methodologies; Design Documentation; Ethical Considerations in Design.

Introduction to Game Mechanics

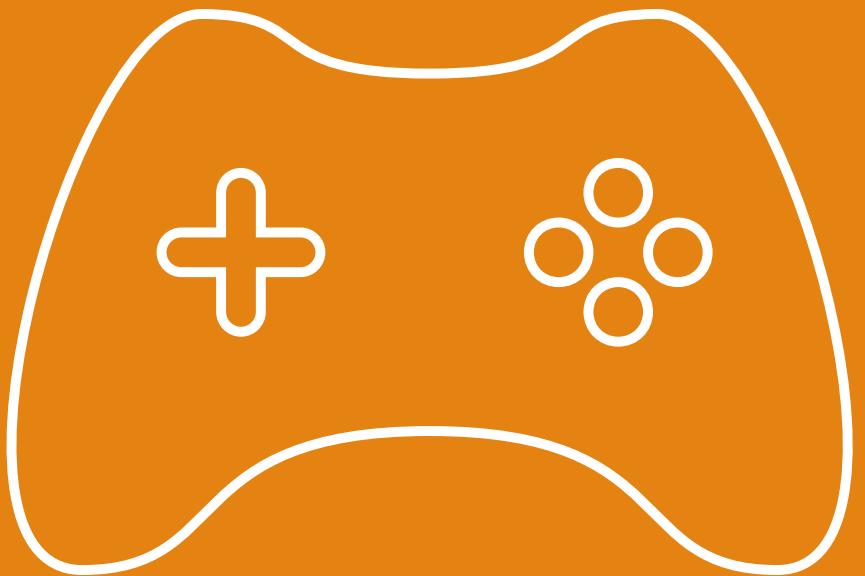
Emergence & Progression; Basic Considerations for Level Design

Basic Internal Economies

Conveying information – Menu Systems and Interface Design

# Game Industry and Design Methods

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## Game Design Principles

We will teach the underlying principles, but **not** how to do it in 'X' Game Engine.

Part of being a student is research – You need to be comfortable with finding your own solutions and talking about them (and citing and referencing them where appropriate!).

You may have some guidance and examples provided, but you will be expected to consult relevant documentation to expand upon it.

# Workgroups.

Rather than follow a more traditional Lecture/Seminar model, this module will be conducted in a 4-hour block on a Monday morning.

In the more traditional arrangement, the theory would be introduced in the lecture, and work based on the theory would be discussed in the seminar.

The Workgroup model allows us to break things up more freely and intersperse the theory and practical elements.



Ian Smith – Lecturer in Game Design and Development. Mostly Harmless.  
Do **not** address as 'Sir' unless awarding a Knighthood.

# Assessment

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Two-part assessment, 100% course work - WRIT1 and a PRAC1

- The WRIT1 will be a Game Design Document (GDD)
- PRAC1 will be a prototype, based on your WRIT1, including a further Technical Design Documentation (TDD), and a Closing Kit (CK).
- The WRIT1 will be a live document and there is an expectation that it will evolve as you work on your PRAC1.



# Assessment

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Group Work – Our Expectations of you:

- ❖ Proactive attitude and engagement.
- ❖ Individual responsibility and accountability.
- ❖ Time management and organisation.
- ❖ Strong communication skills.
- ❖ Awareness of your role(s).
- ❖ An awareness of the overall project – You should understand how all the systems work, even if you didn't work on them.



# Assessment

## Group Work – Requirements:

- ✓ All members of the group should contribute equally.
- ✓ Roles within the group will be flexible – Ensure everyone knows what they are responsible for.
- ✓ Don't wait to be on campus or with group members – You are expected to work on this in your own time.
- ✓ Communication is essential! Meet and communicate with your group regularly. Take notes and minutes of meetings.
- ✓ Keep documentation updated, particularly if you are working on a specific element.

# Some things to consider with Group Work:

Make sure large elements are shared – leaving them up to one member can be an issue if they fall behind and cannot deliver.

Deal with problems early on, it decreases the chance of more serious issues later.  
(For severe issues, speak to the Module Leader)

Communicate with your team!  
If you are having difficulties, don't hide it.

Check in with your team. Has someone missed some deadlines or been quiet for a while? If so, try to find out why.

Working with friends is not always the best recipe for effective teamwork.

If you spot plagiarism, address it immediately. If it remains uncorrected it could impact the work of the whole team.

# Moodle.

**Module Essentials** will contain the Module Descriptor and Essential Reading list. Please pay attention to the Essential Reading list as it will specifically indicate core texts and papers that will help you immensely over the next three years. Many will be available as a free online resource, or in eBook format from our Library.

## Assessment and Feedback

Brief(s) and the submission point(s) for your assessments.

There is a general weekly structure in place where you will find slides and resources that pertain to that weeks' topics. This can change from module to module, depending on the Module Leader. Some may prefer to organise by topic area.

The image displays a grid of 12 cards, each representing a week of a module. The columns are labeled 'Module Essentials' (Week 0), 'Before Week 1' (Week 1), 'Week 1' (Week 2), 'Week 4' (Week 3), 'Week 5' (Week 4), 'Week 8 - [Topic] or Topic...' (Week 5), 'Week 9 - [Topic] or Topic...' (Week 6), 'External Examiners Onl...' (Week 7), and 'To...' (Week 8). The rows are labeled 'only)' (Week 0), 'ANCES' (Week 1), 'NG CES?' (Week 2), 'Topic...' (Week 3), 'Topic...' (Week 4), 'Topic...' (Week 5), 'Topic...' (Week 6), 'Topic...' (Week 7), 'Topic...' (Week 8), 'Topic...' (Week 9), and 'External Examiners Onl...' (Week 10). Each card features a small image related to the week's content: a network diagram for Week 0, hands typing on a keyboard for Week 1, students in a classroom for Week 2, a calendar for Week 3, a person writing for Week 4, a person reading for Week 5, a person working at a desk for Week 6, a person holding a clipboard for Week 7, a person sitting at a desk for Week 8, a person writing for Week 9, and a person holding a clipboard for Week 10.



QUESTIONS..?