2024 / 25

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Ollscoil Teicneolaíochta an Oirdheiscirt

South East Technological University

Module Descriptor

Game Development Practicum (Computing and Mathematics)

Game Development Practicum (A10871)

Short Title: Game Development Practicum
Department: Computing and Mathematics
Credits: 5 **Level:** Intermediate

Description of Module / Aims

This module will introduce the student to game-related project management skills. The student will build a game or game artifact based on multiple modules across the programme. This module will act as an opportunity for the student to contextualise and link cross-module concepts.

Programmes

		stage/semester/status
COMP-0668	BSc (Hons) in Applied Computing (WD_KACCM_B)	3 / 5 / E
COMP-0668	BSc (Hons) in Applied Computing (WD_KCOMP_B)	3 / 5 / E
COMP-0668	BSc (Hons) in Computer Science (WD_KCMSC_B)	3 / 5 / E

Indicative Content

- Manage a small to medium sized game project
- Design a small to medium sized game or game artifact
- Develop a small to medium sized game or game artifact
- Communication and presentation of ideas in correct, clear and modern format

Learning Outcomes

On successful completion of this module, a student will be able to:

1. Combine knowledge, skills or practices from (at least) two game development modules to develop a multi-featured game.
2. Construct and present a working game or game artefact.
3. Construct a game design document and present this work in a clear and accessible way.
4. Research and implement an agile software development methodology and present this work in a clear and accessible way.

Learning and Teaching Methods

- Lectures and practicals will be used to introduce new concepts and to consider the concepts' implications for module deliverables.
- Self-directed learning activities will require students to reflect upon the module materials, diagnose their learning needs and conduct research to satisfy these needs.
- Peer learning – students will be encouraged to work in small collaborative groups to jointly consider and analyse in-class materials and to devise solutions to problems posed by the lecturer.

Learning Modes

Learning Type	F/T Hours	P/T Hours
Lecture	12	
Practical	24	
Independent Learning	99	

Assessment Methods

	Weighting	Outcomes Assessed
Final Project	100%	1,2,3,4

Assessment Criteria

<40%: Inability to develop a model and present a working artifact. Little evidence of project management and time management throughout project.

40%–49%: Ability to develop a model and present a working artifact. Reasonable evidence of project management (e.g. Agile, Scrum) and time management throughout project.

50%–59%: All the above and in addition has applied concepts from more than two modules/strands. Strong evidence of the different phases through the project and how the different techniques have benefited the project.

60%–69%: All the above and in addition, be able to integrate and analyse concepts from more than two and at least one past module, showing an ability to transfer skills and knowledge across modules/strands. Shows evidence of strong project management and time management and of how the project has benefitted from both.

70%–100%: All previous to an excellent level. Shows the ability to evaluate different models. Shows synthesis through the implementation of cross-strand innovative artifacts.

Requested Resources

- Room Type: Computer Lab
- Lecture Room: Loose Seated