

Serious Games Coursework Specification

1. INTRODUCTION

The overall aim of the assessment in this module is to research, design, implement and evaluate a serious game of your choice. The assessment is divided into two parts. In the first part, you will carry out a paper categorisation exercise which will enable you to do some brief background research into the serious game you wish to create and write a small introduction detailing how others have approached the same or similar game. In the second part, you will design, implement and evaluate your serious game based on the findings from the first part of the coursework.

You should form yourself into groups of 1-5 for the coursework and choose the serious game you wish to create. On 25th of September 2018 (Paisley) and 26th of September 2018 (NL) , each group will be asked to present a pitch for the game they propose creating, the intended audience, along with a justification for why this is a useful game to create. Note: games must be for people who are aged 14 years or over.

2. PART 1

The first part of the coursework is to perform a paper classification exercise to allow you to analyse, dissect, scrutinise and summarise a research paper:

1. You will be presented with 6 research papers and a number of questions on each paper to allow you to perfect the art of reading research papers in an efficient manner. This will help you with report writing for other modules especially your honours project.

In the introduction section of the second coursework you should put these skills to use and briefly examine how other researchers have addressed the challenge and the results obtained in the context of the game that you are going to implement. This should give insight into the different approaches possible and the advantages/disadvantages of each to allow an informed decision to be made on how to tackle the challenge in your group coursework.

The Introduction section should contain 5 references per team member to contemporary sources (journal or conference papers).

3. PART 2

The second part of the coursework is to design, implement and evaluate a serious game of your choice. An assessment engine will be provided as a web service to handle assessment in the game but you only use this if you choose to do so. This will be discussed at Week 5/6. Note, if your proposed solution uses the assessment engine then it must be capable of calling web services. Your game should be developed in a high-level programming language/development environment; tools like Game Maker should not be used. In your pitch in Week 4, you must provide details of the language/environment you will use.

4. MARKING SCHEME

Introduction to Game and Learning Outcomes 15%
Analysis and Design 15%
Implementation 20%
Evaluation of the game (plan) 5%
Demo of the game 5%
Individual Critical Appraisal 10%

The final report should reflect the marking scheme.

5. KEY DATES

Pitch (presentation) – 25/26th September 2018
Completion of Part 1 31st October 2018
Regular progress meetings - During Timetabled Lectures
Demo - 27th/27th November 2018
Submission of report and game – 14th December 2018