

<b>Module Code:</b>	COM454
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<b>Module Title:</b>	Game Asset Development
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<b>Level:</b>	4	<b>Credit Value:</b>	20
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<b>Cost Centre(s):</b>	GACP	<u>JACS3</u> code:	I630
		<u>HECoS</u> code:	101019

<b>Faculty</b>	Arts, Science and Technology	<b>Module Leader:</b>	Nathan Roberts
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Scheduled learning and teaching hours	36 hrs
Guided independent study	164 hrs
Placement	0 hrs
<b>Module duration (total hours)</b>	<b>200 hrs</b>

<b>Programme(s) in which to be offered (not including exit awards)</b>	Core	Option
BSc (Hons) Computer Game Development	✓	<input type="checkbox"/>
BSc (Hons) Computer Game Development (with industrial placement)	✓	<input type="checkbox"/>
BSc (Hons) Computer Game Design and Enterprise	✓	<input type="checkbox"/>
BSc (Hons) Computer Game Design and Enterprise (with industrial placement)	✓	<input type="checkbox"/>
BSc (Hons) Computing	✓	<input type="checkbox"/>
BSc (Hons) Computing (with Industrial Placement)	✓	<input type="checkbox"/>
BA (Hons) Game Art	✓	<input type="checkbox"/>
BA (Hons) Visual Effects	✓	<input type="checkbox"/>

<b>Pre-requisites</b>
N/A

**Office use only**

Initial approval: 28/11/2018

Version no:1

With effect from: 01/09/2019

Date and details of revision: Updated programmes list following APSC modifications in March and April 19.

Version no:2

## Module Aims

This module aims to introduce the skills required for developing game assets and the dependencies to support their creation within computer game development. By providing practical experience in the application of principles that are integral to solving design problems within computer game design and media applications.

Through the above process, the module will enable an understanding of the student's own creative process and work flow through engagement in one or more production practices.

## Intended Learning Outcomes

Key skills for employability

KS1	Written, oral and media communication skills
KS2	Leadership, team working and networking skills
KS3	Opportunity, creativity and problem solving skills
KS4	Information technology skills and digital literacy
KS5	Information management skills
KS6	Research skills
KS7	Intercultural and sustainability skills
KS8	Career management skills
KS9	Learning to learn (managing personal and professional development, self-management)
KS10	Numeracy

At the end of this module, students will be able to

Key Skills

At the end of this module, students will be able to		Key Skills	
1	Demonstrate and evaluate key principles in the effectiveness of solutions to design problems.	KS1	KS2
		KS3	KS4
		KS5	KS6
		KS9	KS10
2	Apply both digital and non-digital methods in the conceptualisation and development of design solutions.	KS1	KS2
		KS3	KS4
		KS5	KS6
		KS9	KS10
3	Utilise industry standard software in the development of manipulation of digital imagery and graphical content.	KS1	KS4
		KS5	
4	Engage in reflective practice using appropriate tools and technologies (such as blogging and social media).	KS1	KS4
		KS5	

## Transferable skills and other attributes

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**Derogations**

N/A

**Assessment:**

## Indicative Assessment Tasks:

The assessment will take the form of a portfolio of work which should be organised and presented digitally as a chronological, reflective design journal or blog.

The portfolio will have two main content areas:

1. Students will be asked to document their solutions to weekly tasks and design challenges which serve as a training tool and preparation for a larger assignment topic.
2. Students will be given a series of design briefs that will require a more detailed solution consisting of several key areas designed to assess various skills.

To finalise the assessment, the students will be asked to attend an assessment meeting where they will be given the opportunity to demonstrate their work and discuss areas of success and possible.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	1,2,3,4	Portfolio	100		4000

**Learning and Teaching Strategies:**

The primary skill base of this module will be delivered through a series of lectures, demonstrations and studio workshops which will equip the students with the practical means to comprehend the principles guiding computer game and media design.

The main assessment method is through the use of critical reflection, and as such the students will be introduced to methods that best enable this practice. Topics will be introduced on a weekly basis through lectures and practical demonstrations, and then further supported with the use of weekly class tutorial tasks and design challenges.

It is expected that students will continue to work on these tasks and challenges outside of class time and demonstrate evidence of completion through regular reflective journal entries. Some supervised class time will be available for additional support of this process.

**Syllabus outline:**

Syllabus includes topic areas that include:

- Introduction to drawing and graphical design techniques.
- Introduction to pixel art, illustration.
- Basic 3D graphics
- Interactive media design techniques and methodologies.
- Media production cycle.
- Effective brainstorming, rapid application design and conceptualization.
- Research, design and planning.
- Critical reflection and portfolio development.
- Graphical image manipulation and layer-based images.
- File resolution, file sizing and portability.
- Colour systems & texturing techniques

Industry standard development and design environments such as:

- Adobe Creative Suite
- Autodesk Entertainment Suite

**Indicative Bibliography:****Essential reading**

FAULKNER, A. (2017). *Adobe Photoshop CC Classroom in a Book*. Adobe

MURDOCK, K. (2017). *Autodesk Maya 2018 Basics Guide*. SDC Publications.

**Other indicative reading**