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Refer to guidance notes for completion of each section of the specification.

<b>Module Code:</b>	COM319
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<b>Module Title:</b>	Game Design Project
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<b>Level:</b>	3	<b>Credit Value:</b>	20
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<b>Cost Centre(s):</b>	GACP	<b>JACS3 code:</b>	I630
		<b>HECoS code:</b>	101019

<b>Faculty</b>	FAST	<b>Module Leader:</b>	Jack Harker
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Scheduled learning and teaching hours	36 hrs
<b>Total contact hours</b>	<b>36 hrs</b>
Placement / work based learning	<b>0 hrs</b>
Guided independent study	164 hrs
<b>Module duration (total hours)</b>	200 hrs

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

<b>Pre-requisites</b>
None

<b>Office use only</b>	
Initial approval: 13/08/2020	Version no:1
With effect from: 01/09/2020	
Date and details of revision:	Version no:

## Module Aims

This module is designed to be the first game design and development project for foundation year students to provide experience of dealing with the complete workflow for the development of a playable game prototype. Where possible, this module will encourage interdisciplinary collaborative practice between students with different focusses in their development. Students will be required to record their process throughout the module and reflect on their progress at the end.

## Module Learning Outcomes - at the end of this module, students will be able to

1	Identify concepts and ideas of good practice within game design
2	Apply knowledge to develop and manage a game design project
3	Demonstrate the project through a playable prototype

<b>Employability Skills The Wrexham Glyndŵr Graduate</b>	<b>I = included in module content A = included in module assessment N/A = not applicable</b>
<i>Guidance: complete the matrix to indicate which of the following are included in the module content and/or assessment in alignment with the matrix provided in the programme specification.</i>	
<b>CORE ATTRIBUTES</b>	
Engaged	I/A
Creative	I/A
Enterprising	I/A
Ethical	N/A
<b>KEY ATTITUDES</b>	
Commitment	A
Curiosity	I/A
Resilient	A
Confidence	I/A
Adaptability	I/A
<b>PRACTICAL SKILLSETS</b>	
Digital fluency	I/A
Organisation	A
Leadership and team working	N/A
Critical thinking	I/A
Emotional intelligence	I/A
Communication	A
<b>Derogations</b>	
N/A	

**Assessment:**

## Indicative Assessment Tasks:

Coursework (2,500 words) will focus on a single project preferably performed with a multidisciplinary group of students, however there will be scope for individual projects also. The project will be divided into several basic phases of development and take students from the product conceptualisation through to final product prototype.

The range of work required will consist of elements such as design documentation, basic 3D assets and game mechanics. The project will be managed using an agile development methodology and supporting tools which students will use to keep track of the development process. The final stage of the assessment will require students to reflect on the process and engage in constructive debate.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1, 2, 3	Coursework	100%

**Learning and Teaching Strategies:**

At the beginning of the module there will be a series of didactic lectures to introduce or build on previous concepts, but as the module continues the strategy will shift to a student-led approach where students will be required to develop their skills in their chosen field. The teaching strategy will change to focus more on formative feedback and questioning to support the student's exploration of their practice. Towards the end of the module the focus will change to encompass a reflective view on their work in the module and discuss their progress.

**Syllabus outline:**

- 2D/3D Asset Design
- Design Principles & Elements
- Texturing
- Product Development & Iteration
- Software & Industry Tools
- Methodologies & Industry Practice
- Collaboration & Teamwork
- Effective communication
- Development Cycles & methodologies
- Testing & Reflection

<b>Indicative Bibliography:</b>
<b>Essential reading</b>
<p>Macklin, C. (2016) <i>Games, Design and Play: A Detailed Approach to Iterative Game Design</i>. Addison-Wesley Professional.</p>
<b>Other indicative reading</b>
<p>Rogers, S. (2014). <i>Level up!</i>. Chichester: Wiley.</p> <p>Keller, E. (2013). <i>Maya Visual Effects the Innovator's Guide</i>: Autodesk Official Press.</p> <p>Ingrassia, M. (2009). <i>Maya for games modelling and texturing techniques with Maya and Mudbox</i>, Focal Press/Elsevier, Amsterdam; Boston.</p> <p>Salmond, M &amp; Ambrose. G (2013) <i>Fundamentals of Interactive Design</i>: AVA Publishing</p> <p>Schreier, J. (2017) <i>Blood, Sweat, and Pixels: The Triumphant, Turbulent Stories Behind How Video Games Are Made</i>. Harper Paperbacks.</p>