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

Module Code:	COM320

Module Title:	Game Design Fundamentals

Level:	3	Credit Value:	20

Cost Centre(s):	GACP	JACS3 code: HECoS code:	I630 101019

Faculty	FAST	Module Leader:	Jack Harker

Scheduled learning and teaching hours	36 hrs
Total contact hours	**36** hrs
Placement / work based learning	**0 hrs**
Guided independent study	164 hrs
Module duration (total hours)	200 hrs

Programme(s) in which to be offered (not including exit awards)	Core	Option
BSc (Hons) Computer Game Development (with Foundation Year)	✓	☐
BSc (Hons) Computer Game Design and Enterprise (with Foundation Year)	✓	☐
BA (Hons) Game Art (with Foundation Year)	✓	☐

Pre-requisites
None

Module Aims
This module is designed to introduce fundamental concepts of game design, development, game art and contemporary industry studies. Using a series of unique coursework challenges, this module will be to provide a training platform for students wishing to continue studies at undergraduate level. The coursework challenges (2,500 words) will cover a host of key topics and empower students to engage with the multidisciplinary nature of the industry and understand the importance of reflective practice along with the development of key design and technical skills. A key outcome of the module will be the nurturing of a proactive attitude and a willingness to engage with and discuss relevant concepts within the context of creating games.

Module Learning Outcomes - at the end of this module, students will be able to	
1	Identify the differences in development practice for creating games
2	Apply industry relevant tools to develop game design concepts
3	Demonstrate game design ideas through contextualised portfolio work

Employability Skills The Wrexham Glyndŵr Graduate	I = included in module content A = included in module assessment N/A = not applicable
CORE ATTRIBUTES	
Engaged	I/A
Creative	I/A
Enterprising	I/A
Ethical	N/A
KEY ATTITUDES	
Commitment	A
Curiosity	I/A
Resilient	A
Confidence	I/A
Adaptability	I/A
PRACTICAL SKILLSETS	
Digital fluency	I/A
Organisation	A
Leadership and team working	N/A
Critical thinking	I/A
Emotional intelligence	I/A
Communication	A

Derogations
N/A

Assessment:
Indicative Assessment Tasks:

Students will be required to demonstrate their knowledge of fundamental game design, development skills and industry practices by completing a series of small coursework challenges. Each coursework challenge will run for a set period of time (for example 2-4 weeks) and will focus on a particular topic area. Some challenges may build on previous ones or provide the opportunity for students to develop small project pieces that build on/extend/augment work carried out in other modules on the programme.

Overall, the module coursework will be broken down into 2-4 challenges based upon both classical and contemporary techniques in game development, design and game art. Final grades will be derived from the number of successfully completed coursework challenges and their respective cumulative marks.

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

Learning and Teaching Strategies:

Learning and teaching strategies may differ between relevant coursework scenarios. Where possible this module will be delivered by multiple staff members to demonstrate the array of design skills covered. Each coursework piece will have didactic elements to cover the coursework range and tutorial time.

Syllabus outline:

The bulk of the syllabus will apply to all students, though it may be required to support the central syllabus with additional content to individual streams. This could indicatively include:

- Games Industry Fundamentals
- 3D modelling & digital sculpting fundamentals
- Game design fundamentals (digital and non-digital)
- User experience (UX) Design
- Texturing
- Introduction to Game Engines
- Programming concepts
- Software & Industry Tools
- Methodologies & Industry Practice

Indicative Bibliography:
Essential reading
Salmond, M & Ambrose. G (2013) *Fundamentals of Interactive Design*: AVA Publishing
Other indicative reading
Keller, E. (2013). *Maya Visual Effects the Innovator's Guide:* Autodesk Official Press. Ingrassia, M. (2009). *Maya for games modelling and texturing techniques with Maya and Mudbox, Focal* Press/Elsevier, Amsterdam; Boston. Schreier, J. (2017) *Blood, Sweat, and Pixels: The Triumphant, Turbulent Stories Behind How Video Games Are Made*. Harper Paperbacks.