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

| Module Code: | COM326 |
|---|---|

| Module Title: | Game Studies |
|---|---|

| Level: | 3 | Credit Value: | 20 |
|---|---|---|---|

| Cost Centre(s): | GACP | JACS3 code:<br>HECoS code: | I630<br>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 |
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This module is designed to introduce evaluation and assessment of current game design and reflect contemporary industry studies. Using a series of unique coursework challenges, this module will be to provide an introduction for students wishing to continue studies at undergraduate level.

The coursework challenges 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 concepts and techniques for the foundations of game design |
| 2 | Relate design decisions to industry development practice |
| 3 | Demonstrate game design ideas through contextualised portfolio work |

| Employability Skills<br>The Wrexham Glyndŵr Graduate | I = included in module content<br>A = included in module assessment<br>N/A = not applicable |
| --- | --- |
| *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.* | |
| **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 explore effective game design and industry practices by completing a series of small coursework challenges. Each coursework challenge (2,500 words) 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:** |
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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:** |
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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:

- Rapid prototyping and conceptualisation (digital and non-digital)
- Game design fundamentals (digital and non-digital)
- Portfolio Development
- Software & Industry Tools
- Methodologies & Industry Practice
- Case Studies & Reflections

| **Indicative Bibliography:** |
| :--- |
| **Essential reading** |
| Macklin, C. (2016) *Games, Design and Play: A Detailed Approach to Iterative Game Design*. Addison-Wesley Professional. |
| **Other indicative reading** |
| Roderiguez, A., Bruno, M. (2018) Probability, Decision and Games. Hoboken: Wiley<br><br>Salmond, M & Ambrose. G (2013) *Fundamentals of Interactive Design*: AVA Publishing<br><br>Schreier, J. (2017) *Blood, Sweat, and Pixels: The Triumphant, Turbulent Stories Behind How Video Games Are Made*. Harper Paperbacks. |