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

Module Code:	COM450
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Module Title:	Game Industry & Agile Production Methodologies
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Level:	4	Credit Value:	20
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Cost Centre(s):	GACP	JACS3 code:	I220
		HECoS code:	100753

Faculty	FAST	Module Leader:	Nathan Roberts
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Scheduled learning and teaching hours	36 hrs
Placement tutor support	0 hrs
Supervised learning eg practical classes, workshops	0 hrs
Project supervision (level 6 projects and dissertation modules only)	0 hrs
Total contact hours	36 hrs
Placement / work based learning	
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 Design & Enterprise	✓	
BSc (Hons) Computer Game Design & Enterprise (with Industrial Placement)	✓	
BSc (Hons) Computer Game Development	✓	
BSc (Hons) Computer Game Development (with Industrial Placement)	✓	
BA (Hons) Game Art	✓	
BA (Hons) Game Art (with Industrial Placement)	✓	

Pre-requisites
None

Office use only

Initial approval: 28/11/2018

Version no:1

With effect from: 01/09/2019

Date and details of revision: Revalidated BA (Hons) Game Art approved

Version no:4

15/6/20 with effect from Sept 20

Module Aims
<p><i>This module is designed to introduce students to some of the operational requirements of the games industry and the area of agile project management and production methodologies with particular emphasis on SCRUM. Students will develop an understanding of the tools and practices that facilitate effective teamwork and project management. In addition, students will be introduced to the various organisations, philosophies and working models adopted by the modern industry.</i></p> <p><i>Students will develop an understanding of the theoretical and practical issues relating to SCRUM along with an awareness of the wider subject area and comparable alternative approaches.</i></p> <p><i>Students will be provided with the opportunity to directly apply their knowledge within accompanying technical development modules at level 4 of the programme.</i></p>

Module Learning Outcomes - at the end of this module, students will be able to	
1	Demonstrate an understanding of the key principles and practices associated with the deployment of an agile development methodology.
2	Utilise industry standard tools, technologies and data capture/protection issues in the management and organisation of a small development project.
3	Evaluate the impact and effectiveness of agile production methodologies in relation to development projects and their impact on the games industry
4	Research and appraise professional skills related to game development and the wider industry, through the development of a professional and ethical approach to practice
5	Provide a range of evidence to demonstrate ongoing development and achievement within the field of game design and development.

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	I/A
KEY ATTITUDES	
Commitment	I/A
Curiosity	I/A
Resilient	I/A
Confidence	I/A
Adaptability	I/A
PRACTICAL SKILLSETS	
Digital fluency	I/A
Organisation	I/A
Leadership and team working	I/A
Critical thinking	I/A
Emotional intelligence	I/A
Communication	I/A

Derogations

None

Assessment:

Indicative Assessment Tasks:

The module will be assessed by way of a portfolio of work.

As part of the portfolio, students will be given assessment topics through tutorials and case study based coursework (a number of tasks as formative assessment individually graded) to contribute to the portfolio. Students will be required to underpin the development work in other modules with the deployment of an agile methodology and provide evidence of this happening.

The use of technology to support the management of a development project by collating and presenting production data (such as sprints and associated burn down) will be key, and this will form a large part of the assessment portfolio. Other elements of the portfolio will reflect documentation such as minutes of meetings, agendas and other associated production documents.

The portfolio will also contain an evaluation component where students will be required to provide a reflective overview and basic analysis of the work completed. Indicative word count is 4000 words.

Students will also be required to engage with extra-curricular events as part of the portfolio and personal development process.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1,2,3,4,5	Portfolio	100%

Learning and Teaching Strategies:

Lectures, supported by tutorials and practical sessions where students get the opportunity to put theory into practice and experiment with current techniques and technologies relating to modern agile production methodologies.

The lectures will focus on presenting key topics and concepts, whereas the practical/tutorial based learning will provide directed training in industry platforms designed to manage and support development projects.

As the module progresses, students will be supported by way of supervised lab support and regular meetings to support planning, time management and portfolio content.

Formative, self-directed exercises will be used to support the transfer of knowledge and understanding. The Moodle VLE system will form the primary platform for the dissemination of training videos, tutorials, lecture notes and reading material. Assessment material and supporting documentation will also be made available.

Syllabus outline:

Introduction to Production Methodologies

- Adaptive vs Predictive

Introduction to the games industry:

- Organisations and industry bodies
- Best practise and industry trends/philosophy
- Studio management and production

SCRUM management processes

Sprint Management and Transitions

Retrospectives and Daily Stand Ups

Project Planning & Evaluation

Brainstorming

Task & Issue Generation

Production Scheduling (GANTTs and Milestones)

Managing Priorities & Scope

Production Management Tools (JIRA, PlanBox, LeanKit)

Agile Management Data

- Sprints, Epics and Versions
- Story Points
- Burndown Data and Sprint Scoping
- Timesheets & Productivity

Indicative Bibliography:

Essential reading

Green, M.D. (2016) Scrum: Novice to Ninja, SitePoint.

Other indicative reading

Cooke, J.L. (2015) Agile Productivity Unleashed, Second Edition, 2nd ed. IT Governance Publishing.

Zackariasson, P, Wilson, T. (2014) The Video Game Industry (Routledge Studies in Innovation, Organization and Technology). Routledge 1st Ed.

Linz, T. (2014) Testing in Scrum: A Guide for Software Quality Assurance in the Agile World, Rocky Nook, Santa Barbara, CA.

Viscardi, S. (2013) The Professional ScrumMaster's Handbook. Packt Publishing, Birmingham, U.K.

Professional Body Websites:

UK Interactive Entertainment (UKIE): <http://ukie.org.uk/>

International Game Developers Association (IGDA): <https://www.igda.org/>

Creative Skillset: <https://creativeskillset.org/>

The British Computer Society (BCS): <http://www.bcs.org/>

BAFTA Cymru: <http://www.bafta.org/cymru>