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

Module Code:	COM454

Module Title:	Game Asset Development

Level:	4	Credit Value:	20

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

Faculty	FAST	Module Leader:	Nathan Roberts

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 Development	✓	
BSc (Hons) Computer Game Development (with Industrial Placement)	✓	
BSc (Hons) Computer Game Design and Enterprise	✓	
BSc (Hons) Computer Game Design and Enterprise (with Industrial Placement)	✓	
BSc (Hons) Computing	✓	
BSc (Hons) Computing (with Industrial Placement)	✓	
BA (Hons) Game Art	✓	
BA (Hons) Game Art (with Industrial Placement)	✓	
BA (Hons) Visual Effects	✓	

Template updated: September 2019

| **Pre-requisites** |
| None |

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.

Module Learning Outcomes - at the end of this module, students will be able to	
1	Demonstrate and evaluate key principles in the effectiveness of solutions to design problems.
2	Apply both digital and non-digital methods in the conceptualisation and development of design solutions.
3	Utilise industry standard software in the development of manipulation of digital imagery and graphical content.
4	Utilise industry standard software in the development of manipulation of digital imagery and graphical content.

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	**N/A**
Critical thinking	**I/A**
Emotional intelligence	**I/A**
Communication	**I/A**

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.
Indicative word count is 4000words.

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 (%)
1	1,2,3,4	Portfolio	100%

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
None