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

Module Code:	COM458
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Module Title:	Game Design & Interaction
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Level:	4	Credit Value:	20
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Cost Centre(s):	GACP	JACS3 code:	I620
		HECoS code:	101268

Faculty	FAST	Module Leader:	Richard Hebblewhite
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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 Development	✓	
BSc (Hons) Computer Game Design and Enterprise	✓	
BSc (Hons) Computer Game Development (with Industrial Placement)	✓	
BSc (Hons) Computer Game Design and Enterprise (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:3

15/6/20 with effect from Sept 20

Module Aims

This module aims to introduce practical experience in working with industry standard game and media development environments as part of a small professional team. Students will develop an awareness of the agile management processes required in small size games and media projects, as well as a practical application of the media production cycle.

The module will also develop an appreciation the key technical elements of real time game engine technology and their practical implications, along with an introduction to the fundamentals of game design and its impact on technology.

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

1	Manage and implement a small scale game or media project.
2	Demonstrate an understanding of the fundamental principles and practices related to game design and the impact of design decisions within a development project.
3	Engage with industry standard development environments and tools in the development of a small game or media project.

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

N/A

Assessment:

Indicative Assessment Tasks:

The first assignment will ask students to develop a case study based on a modern game title where the focus will be on the analysis of game design choices and impact on player experience and sales performance. Some consideration for game mechanics, difficulty and challenge and general fitness for purpose should be given. (Indicative word count: 2000words)

The second assignment will focus on the development of a prototype game application as part of a small team. The students will work to professional procedures and production methodology standards. The project will incorporate design documentation, technical documentation and art style guidelines. (Indicative word count: 2000words)

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1,3	Coursework	50%
2	2,1	Group Project	50%

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 develop small scale games and media products.

The primary teaching will revolve around the development of a central game product in small teams. This product will then be readied for deployment on the Android, Apple or Steam platforms. The students will be expected to develop an appreciation for the use of such hardware (such as tablets and smart phones) as well as underpin their development process with a recognized methodology such as SCRUM.

Students will also research best modern industry practice in relation to the design and deployment of popular products.

Syllabus outline:

Syllabus includes topic areas that include:

- Agile development methodologies – SCRUM (overview) Team based development.
- Effective brainstorming, rapid application design and conceptualization.
- Media production cycle.
- Research, design and planning.
- Game and media design principles.
- Testing and quality assurance.
- Development cycle and testing for smart phones and tablets.
- Game engine architecture and rendering.
- Industry standard development environments and tools such as: - Fusion Developer, Unreal Engine 4, JIRA & Agile Management

Indicative Bibliography:
Essential reading
Macklin, C. (2016) Games, Design and Play: A Detailed Approach to Iterative Game Design. Addison-Wesley Professional.
Other indicative reading
Schreier, J. (2017) Blood, Sweat, and Pixels: The Triumphant, Turbulent Stories Behind How Video Games Are Made. Harper Paperbacks. Schell, J. (2014) The Art of Game Design: A Book of Lenses. A K Peters/CRC Press. Nixon, D. (2017) Unreal Engine 4 for Beginners. Luquinox
Useful Resources: http://www.GamaSutra.com http://www.gamesindustry.biz