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

Module Code:	COM462
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Module Title:	Design Workshop
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Level:	4	Credit Value:	20
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Cost Centre(s):	GACP	JACS3 code:	I630
		HECoS code:	101019

Faculty	FAST	Module Leader:	Jack Harker
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Scheduled learning and teaching hours	48 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	48 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
BA (Hons) Game Art	✓	
BA (Hons) Game Art (with Industrial Placement)	✓	
BSc (Hons) Computer Games Design and Enterprise	✓	
BSc (Hons) Computer Games Design and Enterprise (with Industrial Placement)	✓	

Pre-requisites
None

Office use only		
Initial approval:	15/06/2020	Version no:1
With effect from:	01/09/2020	
Date and details of revision:		Version no:

Module Aims

This module is designed to introduce students to a range of design concepts and methods used within the process of creating games. This is encompassing design solutions for a range of scenarios revolving around both 2D and 3D assets, and how to ensure efficient and aesthetic strategies for practice. Students will develop and practice these ideas over a range of scenarios contextualised with the relevant content.

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

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|---|--|
| 1 | Identify design methods in relation to 2D and 3D asset development. |
| 2 | Describe the interaction between development techniques and design solutions. |
| 3 | Demonstrate concepts and techniques in relation to current industry standards and tools. |

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:

Coursework will take place throughout the module indicatively using 4-6 scenarios based upon current techniques in game art and design processes. Students will be required to demonstrate their knowledge of design solutions and industry practices through small design pieces that occur around specific ideas and concepts.

The assessment scenarios will require students to develop small project pieces that may apply to other modules.

Indicative word count is 4000 words.

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:

- History & Context
- Design Principles & Elements
- Colour Theory
- Composition
- Adobe Suite
- UI Design
- Portfolio Development
- Marketing & Social Media Graphics
- Concept Processes
- Moodboards & Visual libraries

Indicative Bibliography:**Essential reading**

Faulkner, A. (2017). Adobe Photoshop CC Classroom in a Book. Adobe

Hornug, D (2012) Colour: A workshop for artists and designers:2nd Edition: Laurence King

Other indicative reading

Salmond, M & Ambrose. G (2013) Fundamentals of Interactive Design: AVA Publishing

Bringhurst, R. (2013). The elements of typographic style.4th ed. Seattle, Wash.: Hartley & Marks.

Lupton, E. (2010). Thinking with type. 2nd ed. New York, NY: Princeton Architectural Press.