

Module specification

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

Module code	COM464
Module title	Games Access: Concept Art
Level	4
Credit value	20
Faculty	FAST
Module Leader	Jack Harker
HECoS Code	101267
Cost Code	GACP

Programmes in which module to be offered

Programme title	Is the module core or option for this programme
Stand-alone module aligned to BA (Hons) Game Art for QA and assessment	Option

Pre-requisites

N/A

Breakdown of module hours

Learning and teaching hours	36 hrs
Placement tutor support	0 hrs
Supervised learning e.g. practical classes, workshops	0 hrs
Project supervision (level 6 projects and dissertation modules only)	0 hrs
Total active learning and teaching hours	0 hrs
Placement / work based learning	0 hrs
Guided independent study	164 hrs
Module duration (total hours)	200 hrs

For office use only	
Initial approval date	15/4/21

For office use only	
With effect from date	01/05/21
Date and details of revision	
Version number	1

Module aims

This module is designed to introduce students to the conceptualisation and design workflow of the modern games industry along with developing confidence and good practice within student's areas of interest.

Students will develop an understanding of the current industry practices and design workflows used by game studios in the modern industry by engaging with research that focuses on appropriate design solutions.

Students will use this knowledge to forward their own practice within their area of expertise and develop a portfolio of concept and design work that demonstrates improvement of practice

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

1	Identify key areas of the conceptual workflow of the current games industry.
2	Apply industry practice to create a portfolio of content that explores aesthetic design solutions.
3	Produce concept pieces that demonstrate appropriate design practice for game production.

Assessment

Indicative Assessment Tasks:

Assessment for this module will be based on the ongoing portfolio of work that is created from this module. This will begin with the research of current industry practice that indicatively could be delivered through video/presentation/blog and will further continue through explorations of art and design practice.

Students will be expected to continuously review/reflect and/or annotate their work within their portfolio and produce this portfolio as a single project. The topic areas that students choose will relate to their current developing practice and would likely show differentiation from their peers.

The final assessment piece should be submitted as a single workflow that demonstrates the design journey and could indicatively be through a blog platform or in a PDF format.

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

Derogations

N/A

Learning and Teaching Strategies

Guidance, please provide a statement on the strategies that will be used for this module (may differ module by module)

Key areas of industry practice will be introduced through didactic lectures that highlight potential design workflows and project ideas. Contextualisation and real-world examples will be followed and developed throughout to give students a better understanding of their subject areas.

Students will be encouraged to take the lead on their own art and design development and differentiate their project from their peers. This will be relied upon where possible to create a collaborative, group-critiquing atmosphere where students feel empowered to reflect and support their peers.

One-to-one and group tutorials will be relied upon heavily to support individuals with their design process and project ideas. This will give higher-quality and more specific support to students and will help to improve individuals practice by the end of the module.

Indicative Syllabus Outline

- Industry practice:
 - Conceptual workflows in the games industry
 - Design solutions for conceptualisation
 - Time-management
 - Presenting work Professionally

- Art & Design Fundamentals
 - Design process and creative workflow
 - Colour and Shape Theory
 - Drawing Skills and Traditional Media
 - Digital painting and Software Packages
 - Idea development and Concept Sketching
 - Photo bashing and Technical skill for Concept Work

Indicative Bibliography:

Please note the essential reads and other indicative reading are subject to annual review and update.

Essential Reads

Lilly, E. J. (2015), *The Big Bad World of Concept Art for Video Games: An Insider's Guide for Beginners: An Insider's Guide for Students*, Design Studio Press: CA.

Other indicative reading

3dtotal Publishing (2016), *Master the Art of Speed Painting: Digital Painting Techniques*, 3dtotal Publishing: Worcester.

Holmes, M. T. (2016), *Designing Creatures and Characters: How to Build an Artist's Portfolio for Video Games, Film, Animation and More*, IMPACT Books: NY.

Employability skills – the Glyndŵr Graduate

Each module and programme is designed to cover core Glyndŵr Graduate Attributes with the aim that each Graduate will leave Glyndŵr having achieved key employability skills as part of their study. The following attributes will be covered within this module either through the content or as part of the assessment. The programme is designed to cover all attributes and each module may cover different areas. [Click here to read more about the Glyndwr Graduate attributes](#)

Core Attributes

Engaged
Enterprising
Creative
Ethical

Key Attitudes

Commitment
Curiosity
Resilience
Confidence
Adaptability

Practical Skillsets

Digital Fluency
Organisation
Leadership and Team working
Critical Thinking
Communication