# Prifysgol Wrecsam
# Wrexham University

## Module specification

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| Module Code | GME303 |
|---|---|
| Module Title | Game Design Project |
| Level | 3 |
| Credit value | 20 |
| Faculty | FACE |
| HECoS Code | 101019 |
| Cost Code | GAGM |

## Programmes in which module to be offered

| Programme title | Is the module core or option for this programme |
|---|---|
| STEM Foundation Year | Option |

## Pre-requisites

None

## Breakdown of module hours

| | |
|---|---|
| Learning and teaching hours | 40 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** | **40** hrs |
| Placement / work based learning | 0 hrs |
| Guided independent study | 160 hrs |
| **Module duration (total hours)** | 200 hrs |

| For office use only | |
|---|---|
| Initial approval date | 4 Sept 2024 |
| With effect from date | Sept 2024 |
| Date and details of revision | |
| Version number | 1 |

## Module aims

This module is designed to be the first game design and development project for foundation year students to provide experience of dealing with the complete workflow for the development of a playable game prototype. Where possible, this module will encourage interdisciplinary collaborative practice between students with different focusses in their development. Students will be required to record their process throughout the module and reflect on their progress at the end.

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

| 1 | Identify concepts and ideas of good practice within game design |
|---|---|
| 2 | Apply knowledge to develop and manage a game design project |
| 3 | Demonstrate the project through a playable prototype |

## Assessment

Indicative Assessment Tasks:
Coursework will focus on a single project preferably performed with a multidisciplinary group of students, however there will be scope for individual projects also. The project will be divided into several basic phases of development and take students from the product conceptualisation through to final product prototype.

The range of work required will consist of elements such as design documentation, basic 3D assets and game mechanics. The project will be managed using an agile development methodology and supporting tools which students will use to keep track of the development process. The final stage of the assessment will require students to reflect on the process and engage in constructive debate.

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

## Derogations

N/A

## Learning and Teaching Strategies

In line with the Active Learning Framework, this module will be blended digitally with both a VLE and online community. Content will be available for students to access synchronously and asynchronously and may indicatively include first and third-party tutorials and videos, supporting files, online activities any additional content that supports their learning.

At the beginning of the module there will be a series of didactic lectures to introduce or build on previous concepts, but as the module continues the strategy will shift to a student-led approach where students will be required to develop their skills in their chosen field. The teaching strategy will change to focus more on formative feedback and questioning to support the student's exploration of their practice. Towards the end of the module the focus will change to encompass a reflective view on their work in the module and discuss their progress.

## Indicative Syllabus Outline

Syllabus includes topic areas that include:

- Introduction to graphical design techniques.
- Introduction to pixel art, illustration.
- Digital Design workflow cycle.
- Research, design and planning.
- Colour systems & texturing techniques.
- Conceptualisation and Mood boarding
- Introduction to 2D to 3D development workflow
- Introduction to 3D asset production
- 3D geometry, UV mapping and Texturing
- Scale, resolution and exporting assets
- Portfolio presentation and showcasing

## Indicative Bibliography:

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

**Essential Reads**

Macklin, C. (2016), Games, Design and Play: A Detailed Approach to Iterative Game Design. Addison-Wesley Professional.

**Other indicative reading**

Keller, E. (2013), *Maya Visual Effects the Innovator's Guide:* Autodesk Official Press.

Ingrassia, M. (2009), *Maya for games modelling and texturing techniques with Maya and Mudbox, Focal* Press/Elsevier, Amsterdam; Boston.

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

Schreier, J. (2017), *Blood, Sweat, and Pixels: The Triumphant, Turbulent Stories Behind How Video Games Are Made*. Harper Paperbacks.