

## Module specification

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Module Code	GME407
Module Title	Game Design and Interaction
Level	4
Credit value	20
Faculty	FACE
HECoS Code	101268
Cost Code	GAGM

## Programmes in which module to be offered

Programme title	Is the module core or option for this programme
BSc (Hons) Computer Game Development	Core
BSc (Hons) Computer Game Development (with Industrial Placement)	Core
BSc (Hons) Computer Game Design and Enterprise	Core
BSc (Hons) Computer Game Design and Enterprise (with Industrial Placement)	Core
BA (Hons) Game Art	Core
BA (Hons) Game Art (with Industrial Placement)	Core

## 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
<b>Total active learning and teaching hours</b>	<b>36 hrs</b>
Placement / work based learning	0 hrs
Guided independent study	164 hrs
<b>Module duration (total hours)</b>	<b>200 hrs</b>



<b>For office use only</b>	
Initial approval date	28/11/2018
With effect from date	Sept 2023
Date and details of revision	10/05/2023 AB approval of revalidated Games suite Mar 2024 Module title update from COM458
Version number	4

## Module aims

This module aims to introduce practical experience in working with industry standard game development environments and tools as part of a small professional team. Students will develop an awareness of the agile management processes required in small size games projects, as well as a practical application of the 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	Design and implement a small-scale game project.
2	Demonstrate fundamental principles and practices related to game design and the impact of design decisions with a development project.
3	Apply industry standard development environments and tools to develop a small-scale game project.

## Assessment

Indicative Assessment Tasks:

Indicatively this module will take place as a single collaborative, group project with multiple aspects. Students will be tasked with creating a prototype game application as a small interdisciplinary team that demonstrates key fundamentals of game design, game mechanics and art assets. Students will also be required to professionally document this process through a set of project documentation including a game design document, technical document and art style guidelines. As part of this process students will communicate their ideas effectively to assessors as part of one or more progress reviews/meetings.

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

## Derogations

None

## 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 game products.

The primary learning will revolve around the development of a central game product in small teams. Although development tutorials will be given, students will be tasked with thinking creatively and problem solving through technical or artistic means. Experiential learning will be a key tactic as part of this process as students will lead their own unique projects and will be required to see-out the project through its various stages. It is expected that although this module will teach some key design and technical aspects, soft skills will also be required and developed throughout.

## Indicative Syllabus Outline

Indicative syllabus includes topic areas that include:

- Agile Development Methodologies.
- Effective Brainstorming and Conceptualisation.
- Research, Design and Planning.
- Game Design Principles.
- Core & Player Mechanics
- Level Design Processes
- Game & Player Engagement
- Testing & QA.

## Indicative Bibliography:

Please note the essential reads and other indicative reading are subject to annual review and update. Please *ensure correct referencing format is being followed as per University Harvard Referencing Guidance*.

### Essential Reads

Schell, J. (2020), *The Art of Game Design: A Book of Lenses*, Third Edition, Boca Raton: CRC Press.

### Other indicative reading

Fullerton, T. (2018), *Game Design Workshop: A Playcentric Approach to Creating Innovative Games*, Fourth Edition, Boca-Raton: CRC Press

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

Stahlke, S., Mirza-Babaei, P. (2022), *The Game Designer's Playbook: An Introduction to Game Interaction Design*, Oxford: Oxford University Press.