

Module specification

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Module Code	GME413
Module Title	Game Design and Interaction
Level	4
Credit value	20
Faculty	FACE
HECoS Code	101268
Cost Code	GAGM
Pre-requisite module	N/A

Programmes in which module to be offered

Programme title	Core/Optional/Standalone
BSc (Hons) Game Development	Core
BA (Hons) Game Art and Animation	Core

Breakdown of module hours

Learning and teaching hours	36 hrs
Placement tutor support hours	0 hrs
Supervised learning hours e.g. practical classes, workshops	0 hrs
Project supervision hours	0 hrs
Active learning and teaching hours total	36 hrs
Placement hours	0 hrs
Guided independent study hours	164 hrs
Module duration (Total hours)	200 hrs

Module aims

This module aims to do the following:

- Introduce the concept of the project module structure as part of the relevant course.
- Students will gain meaningful, practical experience working in a collaborative and cross-disciplinary way to meet a common goal.
- Introduce the key technical and artistic elements required to build games as a product.
- Experiential learning in the development and application of game design ideas, concepts and testing.
- Encourage key soft skills required to be creative in a team of people.

Module Learning Outcomes

At the end of this module, students will be able to:

1	Identify and describe a small-scale game concept.
2	Demonstrate game design principles and practices within a game-making tool.
3	Apply game production tools to develop iterative prototypes.
4	Complete a small-scale game product.

Assessment

Indicative Assessment Tasks:

This section outlines the type of assessment task the student will be expected to complete as part of the module. More details will be made available in the relevant academic year module handbook.

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 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.

Where appropriate students will be allowed to complete this assignment individually with project scope consultation. Students will be assessed as a group where possible and relevant, with production meetings and project data allowing for accurate individual assessment.

Assessment number	Learning Outcomes to be met	Type of assessment	Duration / Word Count	Weighting (%)	Alternative assessment, if applicable
1	1, 2, 3, 4	Group Project	N/A	100%	Individual Projects will be approved via consultation.

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 creative thinking and problem solving through technical or artistic means to reach their goals. 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 progress the project through its various stages. The style of delivery of this module encourages development of the softer set of skills required within game production.

Welsh Elements

Students will have the right to submit assessed work in Welsh, to receive academic supervision and access learning resources and correspondence in Welsh. Students are encouraged to engage with Welsh cultural themes, creative elements and enterprising opportunities as part of student-led activities and assignments to facilitate wider contextual awareness and distinctive creative outputs.

Indicative Syllabus Outline

Indicative Syllabus includes the following topic areas:

- Games-as-a-Product.
- Introduction to Game Mechanics.
- Game Art and Animation via Pixel Art.
- Real vs Virtual Resolution.
- Core & Player Mechanics.
- Introduction to Level Design.
- Game & Player Engagement.
- Game Production & Documentation.

Indicative Bibliography

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

Essential Reads:

Fullerton, T. (2024), *Game Design Workshop: A Playcentric Approach to Creating Innovative Games*, Fifth Edition, Boca-Raton: CRC Press.

Other indicative reading:

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

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

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

Administrative Information

For office use only	
Initial approval date	July 2026
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Date and details of revision	
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