

Module specification

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Module Code	GME415
Module Title	Game Environment and Narrative Design
Level	4
Credit value	20
Faculty	FACE
HECoS Code	101267
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 industry standard workflow techniques for game environment production.
- Explore extensive use of Game Engine Editor tools and techniques.
- Explore in-game sequence editing and real time camera work.
- Produce a small-scale game environment to demonstrate portfolio development.

Module Learning Outcomes

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

1	Identify concepts and strategies employed to create fit-for-purpose game environment design.
2	Relate game engine tools and techniques to the game environment production process.
3	Apply narrative design to a real-time game environment.
4	Demonstrate a narrative by connecting a series of game engine scenes.

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.

This assessment will take the form of a portfolio of work which represents a complete environmental workflow from concept through to game engine implementation and produced game trailer. Students will be expected to produce a workflow document which breaks down each milestone of the production process and evidence of good workflow practices. This documentation will indicatively include elements such as pre-production, topographical maps and asset management strategies. To finalise the assessment process, students will demonstrate their game environment work through a narrative-based trailer production.

Assessment number	Learning Outcomes to be met	Type of assessment	Duration/Word Count	Weighting (%)	Alternative assessment, if applicable
1	1, 2, 3, 4	Portfolio	N/A	100%	N/A

Derogations

None

Learning and Teaching Strategies

The primary skill base of this module will be delivered through a series of lectures, demonstrations and practical work that will equip the students with the technical skills and confidence to develop 3D game environments. 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.

As this module progresses, experiential and peer learning strategies will be encouraged as the students' progress with their coursework. Class time will shift to more student-led coursework development time to focus of formative feedback for individual student achievement.

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:

- Introduction to Unreal Engine 5 Editor.
- Full Game Environment Workflow.
- Conceptualisation, Photo bashing & Mood boards.
- Topographic Maps
- Diorama Design
- In-Engine Materials Editor
- Sequencing & Engine Cameras
- Introduction to Video Editing
- Landscaping & Lighting

Indicative Bibliography

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

Essential Reads:

Romero, M.F., Sewell, B., Cataldi, L. (2022), *Blueprints visual scripting for Unreal Engine 5*, Third Edition, Birmingham: Packt Publishing.

Other indicative reading:

Austin, T. (2021), *Narrative Environments and Experience Design: Space as a Medium of Communication*, London: Routledge.

Galauzin, A. (2016), *Preproduction Blueprint: How to Plan Game Environments and Level Designs*, Second Edition, South Carolina: CreateSpace.

Kelly, H. (2021), *Environment Art in the Game Industry: A Guide to Rich and Realistic Environments Using Substance Designer*, Boca Raton: CRC Press.

Administrative Information

For office use only	
Initial approval date	July 2026
With effect from date	September 2027
Date and details of revision	
Version number	1