Prifysgol **Wrecsam**
Wrexham University

Module specification

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Module Code	GME505
Module Title	Group Project
Level	5
Credit value	20
Faculty	FACE
HECoS Code	100358
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 Industry Placement)	Core
BSc (Hons) Computer Games Design & Enterprise	Core
BSc (Hons) Computer Games Design & Enterprise (with Industry Placement)	Core
BA (Hons) Game Art	Core
BA (Hons) Game Art (with Industry Placement)	Core

Pre-requisites

None

Breakdown of module hours

Learning and teaching hours	30 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	**30** hrs
Placement / work-based learning	0 hrs
Guided independent study	170 hrs
Module duration (total hours)	200 hrs

Module aims

The module aims to provide students with essential industry simulation experience and the practicalities of managing tasks, issues and situations that they may encounter in a 'real life' group based digital project. The students will have the opportunity to organise, communicate, and effectively coordinate work focusing on the practicalities of design, development, and implementation of a digital product in accordance with a professional methodology.

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

1	Work within a team to design, develop, test, and implement a digital product.
2	Identify, apply, and monitor appropriate development methodologies as part of a team based project.
3	Evaluate technical, professional management issues associated with team based development projects.
4	Identify and apply legal, ethical and professional issues appropriate to current and future professional digital development environments.

Assessment

Indicative Assessment Tasks:

100% Coursework – the module will be assessed through coursework based on the quality of the final digital product, demonstration/presentation of the product, and the final documentation. The planning and management of the work must feature the use of a formal methodology and is also part of the assessed outcomes.

Students will be working as a group on the project but assessed individually using production data on a relevant digital management platform. An individual critical evaluation of the project process will also be required.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1, 2, 3, 4	Coursework	100%

Derogations

None

Learning and Teaching Strategies

The module will start with a series of lecture led sessions that include the design and development of digital projects, practical leadership, team working skills and management methodologies. These sessions will also support the initial project proposal and group formation phases.

The module will then progress to a more student led approach where teams will meet with the tutor to discuss progress, analyse production data and forward planning.

Students work in groups and will design, develop and implement a solution based on their project plan in accordance with a professional methodology. The groups are self-managed; however, the module leaders will provide help and advice on scientific, management and organisational issues, along with the tracking and analysis of production data.

Indicative Syllabus Outline

The focus is on developing an idea from conception through to realisation.

• Digital project production and workflow

• The design and development of digital projects

      Industry and business contextualisation (games, cyber and computing industries)

      Project financing and distribution

• Practical leadership and team working skills

• Development methodologies, tools and techniques

      Planning and execution

      Data tracking and analysis

• Legal, ethical and professional issues

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

Smith, M. (2020), *Agile Project Management: The Ultimate Beginner's GUIDE to Implementing Agile Project Management in Easy Steps.* New York: Diego Creations.

Other indicative reading
Waqar, U. (2020), *Agile Scrum Crash Course: A Guide To Agile Project Management and Scrum Master Certification PSM 1.* Independently Published.

Hartson, R., Pyla, P. S. (2019), *The UX Book: Agile UX Design for a Quality User Experience.* 2nd ed. Massachusetts: Morgan Kaufmann.