Prifysgol **Wrecsam**
Wrexham University

Module specification

When printed this becomes an uncontrolled document. Please access the Module Directory for the most up to date version by clicking on the following link: Module directory

Module Code	GME506
Module Title	Indie Studio Management
Level	5
Credit value	20
Faculty	FACE
HECoS Code	100812
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

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**

For office use only	
Initial approval date	10/05/2023
With effect from date	September 2023
Date and details of revision	March 2024 Change of module code from COM567
Version number	2

Module aims

This module is designed to revisit the relevant methodologies applied within the games industry and in wider software development with a specific focus on agile production. Students will be expected to demonstrate a higher level of understanding of the process by utilising the process more efficiently and analysing production data to better understand project workflows. Students will be expected to take further ownership of the process and be able to clearly communicate and demonstrate concepts in context with their work.

This module will also revisit the wider game industry by relating the students live project to concepts and current trend. Students will be expected to demonstrate engagement with wider industry concepts such as pitching and showcasing game products under a consistent and professional brand.

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

1	Utilise an agile methodology and related industry standard tools to produce a management portfolio for a live project.
2	Analyse production data to assess project management effectiveness.
3	Manage a group project to completion and relate practice to a wider industry context including the associated ethical, legal, and business issues.
4	Demonstrate game product awareness in the context of game industry environments.

Assessment

Indicative Assessment Tasks:
Indicatively this module will be made up of a portfolio of work that demonstrates students understanding and engagement in indie game project concepts.

As part of the assessment students will be required to utilise an agile methodology as part of a live games project to track, manage and analyse their progress throughout. This will include accurately recording work and reflecting collaboratively on decision making using an industry standard tool. Students will be required formally communicate with each other and with assessors to demonstrate a clear understanding of agile frameworks.

This portfolio will also include further evidence of engagement in wider industry contexts and demonstrate networking and employability skills by way of planning, pitching and presenting viable game products as part of an enterprising indie studio.

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

Derogations

None

Learning and Teaching Strategies

The primary skill base of this module will be delivered through a series of lectures and demonstrations which will equip the students with the practical means to analyse agile production data. As much of the project development will be in the context of a live project it is expected that there will be a significant of formal and informal team meetings to give formative feedback and demonstrate workflow reflection.

The primary learning will revolve around the management of a game project in small teams. 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 whilst continually reporting on their progress.

Indicative Syllabus Outline

Indicative syllabus includes topic areas that include:

- Agile Production Methodologies
- JIRA & Project Management Tools
- Iterative Development & Minimum Viable Products
- Scrum Framework in the Games Industry
- Burndown Charts & Production Data
- Cumulative Task Flow & Sprint Management
- Stakeholder Meetings & Product Owner Demonstrations
- Effective use of Epics
- Testing Strategies & Bug tracking
- Game & Company Documentation
- Pitching & Showcasing
- IP Distribution, Licensing & Branding

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

Malakar, S. (2021), *Agile Methodologies In-Depth: Delivering Proven Agile, SCRUM and Kanban Practices for High-Quality Business Demands*, Delhi: BPB Publications.

Other indicative reading

Flewelling, P. (2018), *The Agile Developer's Handbook: Get more value from your software development*, Birmingham: Packt Publishing.

Rubin, K. S. (2012), *Essential Scrum: A Practical Guide to the Most Popular Agile Process*, Kansas: Addison-Wesley.

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

Todaro, D. (2019), *The Epic Guide to Agile: More Business Value on a Predictable Schedule with Scrum*, North Hampton: R9 Publishing.