

Module specification

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Module Code	GME515
Module Title	Indie Studio Production
Level	5
Credit value	20
Faculty	FACE
HECoS Code	100812
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	30 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	30 hrs
Placement hours	0 hrs
Guided independent study hours	0 hrs
Module duration (Total hours)	170 hrs

Module aims

This module aims to do the following:

- Challenge students to manage and successfully deliver a live games project.
- Require students to plan and implement a particular agile production methodology.
- Analyse project data and output against initial plans to enhance future project work.
- Give students a professional environment to deliver formal production meetings of their own progress to simulate an industry environment.
- Develop an entrepreneurial attitude in the delivery of a meaningful game product.

Module Learning Outcomes

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

1	Prepare a project management plan for a live game project using an appropriate agile methodology implementation.
2	Analyse production data to assess project management effectiveness.
3	Communicate studio progress and project goals as part of formal production meetings.
4	Relate studio management concepts and goals to a wider game industry context including ethical, legal, professional, social issues.
5	Assemble a range of indie studio content to demonstrate an enterprising 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.

This assessment will take place alongside a live games project and allow the focused assessment of project management and agile production skills by simulating an industry environment. Students will be required to plan and implement an agile production methodology using industry standard tools. Throughout the course of the module, students will be required to sit formal production meetings and deliver meaningful updates on their incremental milestones and KPIs. To finalise the module the students will be required to present the live project outcome in a set of enterprising ways. Indicatively this represents a game page, trailer and expo presence. Additionally, students will analyse and review project data and outcomes against their initial plans to develop meaningful outcomes for future project work.

Assessment number	Learning Outcomes to be met	Type of assessment	Duration/Word Count	Weighting (%)	Alternative assessment, if applicable
1	1, 2, 3, 4, 5	Portfolio	N/A	100%	N/A

Derogations

None

Learning and Teaching Strategies

Initially the primary skill base of this module will be delivered through tutor-led lectures and demonstrations to develop initial ideas for agile production implementations and KPIs identification. After the initial planning phase, learning will take place as part of a series of formal production meetings which will require students to take an important role in developing and presenting their employability and enterprising skills whilst being formally managed and run by the teaching team.

Experiential learning will be a key strategy as part of this process as the production meetings discuss progress with a data driven approach, whilst mapping that to live game production ideas.

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 topic areas that include:

- Agile Production Methodologies
- Advanced Scrum Techniques
- Production Data & Reflective Insights
- Cumulative Diagrams & Backlog Management
- Velocity, Sprint Management & Burndowns
- Sprint Review & Retrospectives
- Epics, Stories, Tasks & Bugs
- Pitching & Showcasing
- IP Distribution & Branding

Indicative Bibliography

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

Essential Reads:

Chandler, H. (2020), *The Game Production Toolbox*, Boca Raton: CRC Press.

Other indicative reading:

Koning, P. (2019), *Agile Leadership Toolkit: Learning to Thrive with Self-Managing Teams*, Boston: Addison-Wesley.

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

Sotamaa, O., Svelch, J. (2025), *Game Production Studies (Games and Play)*, London: Routledge.

Administrative Information

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