

Module specification

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Module Code	GME603
Module Title	Game Industry Specialist
Level	6
Credit value	20
Faculty	FACE
HECoS Code	101278
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	24 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	24 hrs
Placement / work based learning	0 hrs
Guided independent study	176 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 24 Change of module code from COM657
Version number	2

Module aims

The aim of this module is to ensure that students have a full conceptualisation of the technical and employability skills they will need to be industry-capable by the end of their period of study. This will include fully understanding roles within the context of the wider games industry and setting key professional development goals.

This module will also require students to evaluate and justify their own game related practice areas against existing criteria of job roles or other enterprising processes. This is designed practice the employability skills required in real-world experiences within the games industry.

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

1	Critically analyse current game industry trends and specialisms in relation to technical and employability skills.
2	Devise game industry related goals for professional development within specialist practice.
3	Evaluate current practice against existing graduate job or equivalent enterprising criteria.
4	Assemble a portfolio of work that demonstrates industry-capable skills and experience.

Assessment

Indicative Assessment Tasks:

Indicatively this module could be seen as two pieces of work that focuses the employability skills required to be industry capable.

The first section will require students to spend time researching their chosen areas and/or specialisms in relation to job roles and identify key development goals for their ongoing practice. Students will disseminate this information to produce portfolio elements to enhance ongoing practice.

The second section will require students to evaluate and justify their progress against specific set criteria. Students will produce a portfolio of materials that directly relate to their current employability skills and prospects within the wider game industry. Indicatively this could be to choose from a list of fabricated job openings and fully complete the application process and further interview to demonstrate their current skills and experiences in the best possible light.



Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1, 2	Portfolio	40%
2	3, 4	Portfolio	60%

Derogations

None

Learning and Teaching Strategies

This module will start with some didactic sections but will heavily utilise facilitation to encourage students to discuss new technologies, workflows and specialisms that relate to particular cohorts. This module will rely on a student-led approach and much of the contact time may rely on formal and informal meetings and discussions to best support student achievement against individuals personal development goals. Towards the end of the module formal structured processes will be used where relevant to mirror industry processes.

Indicative Syllabus Outline

Indicative syllabus includes topic areas that include:

- Game Industry Job Roles & Specialisms
- Contemporary & Changing Workflows
- Portfolio Development & Presentation
- Research Planning
- Written Communication & Presentable Professionalism
- Setting Appropriate Goals & Targets
- Job Interview Skills

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

Broadley, T., Cai, Y., Firth, M. (2023), *The SAGE Handbook of Graduate Employability*, California: SAGE Publications.

Other indicative reading

Bulut, E. (2020), *A Precarious Game: The Illusion of Dream Jobs in the Video Game Industry*, Cornell: IDL Press.

Josef, A., Van Lepp, A., Carper, M. D. (2022), *The Business of Indie Games: Everything You Need to Know to Conquer the Indie Games Industry*, Boca Raton: CRC Press.

Schreier, J. (2021), *Press Reset: Ruin and Recovery in the Video Game Industry*, New York: Grand Central Publishing.

