

Module specification

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Module Code	GME611
Module Title	Games Studio Project
Level	6
Credit value	40
Faculty	FACE
HECoS Code	101267
Cost Code	GAGM
Pre-requisite module	GME5XX Indie Studio Project

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	18 hrs
Placement tutor support hours	0 hrs
Supervised learning hours e.g. practical classes, workshops	24 hrs
Project supervision hours	6 hrs
Active learning and teaching hours total	48 hrs
Placement hours	0 hrs
Guided independent study hours	352 hrs
Module duration (Total hours)	400 hrs

Module aims

This module aims to do the following:

- Facilitate students to plan, design, develop and produce a graduate-level game product.
- Support students to demonstrate graduate-level game design, mechanics and artistic elements as part of a cross-disciplinary team or individual.
- Require the proposal of an appropriate agile methodology and delivery a game product in meaningful incremental steps.
- Support meaningful evaluation of workflow and game production through the analysis of project data.
- Require a professional approach to developing wide ranging project documentation.
- Facilitate the creation of an enterprising game product as a project outcome that can be demonstrated by a wide range of industry-ready outputs for real-world business opportunities.

Module Learning Outcomes

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

1	Critically analyse current trends in the contemporary games industry to determine a novel game product specification of appropriate scope in relation to real-world enterprising concepts, strategies and opportunities.
2	Design and implement an agile production strategy to support a large-scale graduate project to track, analyse and manage project data.
3	Create a beta or vertical slice of an indie game product, including all aspects of design, mechanics and art direction.
4	Synthesise a professional set of product and studio documentation that accurately reflects all areas of the production process, relating to legal, ethical, professional and social issues.
5	Deliver a graduate-level games project in incremental stages and communicate progress effectively through formal production meetings.
6	Compose a graduate-level showcase piece that demonstrates a final playable build of a 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.

Students are to produce a final graduate-level project of an appropriate scope that demonstrates a wide range of industry outcomes in cross-disciplinary groups or as an individual. Students will be tasked to produce a viable project proposal to be reviewed by their project supervisors to ensure appropriate scope and strategy. When project outcomes have been agreed by all parties, students will be tasked to semi-autonomously produce a complete games project whilst ensuring a formal structured production meeting schedule with their primary supervisor. Students will be expected to complete a final playable build of their game product, a set of production data, a portfolio piece/game page, full production documentation and a series of enterprising content that could leveraged at real-world business opportunities.

Assessment number	Learning Outcomes to be met	Type of assessment	Duration/ Word Count	Weighting (%)	Alternative assessment, if applicable
1	1 - 6	Dissertation/Project	N/A	100%	N/A

Derogations

None

Learning and Teaching Strategies

This assessment will take place as a single collaborative, graduate-level project with multiple core themes. Students will be required to propose a project concept and agile strategy to be approved by a stakeholder. Once approved, teams will then be tasked with creating an indie game scale vertical slice or beta of appropriate scope. The outcome of the process should demonstrate graduate-level output across disciplines, with a focus on design, mechanics, game art and audio. Alongside this process, teams will be required to develop wide ranging collaborative documentation that demonstrates relevant details of their game product and studio. Throughout the course of the module, students will be required to organise and deliver formal production meetings and deliver meaningful updates on their incremental milestones and KPIs. To finalise the project process, the vertical slice will be required to be delivered in a portfolio focused manner that demonstrates a playable game product.

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
- Version Tracking and Delivery
- Sprint Review & Retrospectives
- IP Distribution & Branding
- Development Milestones
- Games-as-a-product Outcomes
- Funding Opportunities & Strategies

Indicative Bibliography

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

Essential Reads:

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

Other indicative reading:

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

Fullerton, T. (2024), *Game Design Workshop: A Playcentric Approach to Creating Innovative Games*, Fifth Edition, Boca-Raton: CRC Press.

Rogers, S. (2024), *Level Up! The Guide to Great Video Game Design*, Third Edition, New Jersey: Wiley.

Administrative Information

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