

Module specification

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Module Code	COM450
Module Title	Game Industry and Agile Production
Level	4
Credit value	20
Faculty	FAST
HECoS Code	100812
Cost Code	GACP

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	48 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	48 hrs
Placement / work based learning	0 hrs

Guided independent study	152 hrs
Module duration (total hours)	200 hrs

For office use only	
Initial approval date	11/28/2018
With effect from date	01/09/2019
Date and details of revision	Content update in Game Art reval with effect from Sept 20 LOs and content update in Games reval with effect from Sept 23
Version number	5

Module aims

This module is designed to introduce students to the relevant methodologies applied within the games industry and in wider software development with a specific focus on agile production. Students will be introduced to key concepts and industry standard toolsets to put them in to practice.

This module will require students to apply both agile principle and industry tools to an existing games project in its entirety. Students will be tasked as seeing the relevance of the work in context with their own project work and relate the effectiveness of their agile practices.

This module will also focus on introducing wider game industry concepts and current trends to encourage active engagement in extra-curricular activity from the start of the students' academic careers. Students will be tasked with identifying and engaging with wider game industry by way of attending events and portfolio development.

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

1	Identify key principles and practices associated with the deployment of agile production methodologies.
2	Utilise industry standard tools and technologies to manage and organise a small-scale development project.
3	Apply an agile production methodology to an ongoing live project to produce a project management portfolio.
4	Demonstrate wider game industry research and engagement as part of a portfolio of personal development.

Assessment

Indicative Assessment Tasks:

Indicatively this module will be made up of a portfolio of work that demonstrates students understanding and engagement in game industry wide concepts.

As part of the assessment students will be required to apply an agile methodology as part of a live games project to track and manage their progress throughout. This will include recording and evidencing tasks and work collaboratively through an industry standard tool. Students will be required to reflect progression through this process and relate the quality of production data to ongoing practice.

This portfolio will also include further evidence of engagement in wider industry contexts and demonstrate networking and employability skills by way of attendance to industry events. Students will use this part of the portfolio to track their personal employability skills early on in their academic careers.

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 manage agile development projects. 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 encourage workflow reflection.

The primary learning will revolve around the management of a game project in small teams. Although development tutorials will be given, students will be tasked with thinking creatively and problem solving through technical or artistic means. 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.

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
- Sprint and Task Management
- Sprint Retrospectives & Sign-Offs
- Burndown Charts & Production Data

- Game Industry Engagement
- Job Roles & Specialisms
- Getting into the Industry & Portfolio Development

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

Morris, D. (2017), *Scrum in easy steps: An Ideal Framework for Agile Projects*, Leamington Spa: In Easy Steps.

Other indicative reading

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

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

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.

Employability skills – the Glyndŵr Graduate

Each module and programme is designed to cover core Glyndŵr Graduate Attributes with the aim that each Graduate will leave Glyndŵr having achieved key employability skills as part of their study. The following attributes will be covered within this module either through the content or as part of the assessment. The programme is designed to cover all attributes and each module may cover different areas.

Core Attributes

Engaged
 Enterprising
 Creative
 Ethical

Key Attitudes

Commitment
 Curiosity
 Resilience
 Confidence
 Adaptability

Practical Skillsets

Digital Fluency

Organisation

Leadership and Team working

Critical Thinking

Emotional Intelligence

Communication