

Module specification

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Module Code	COM462
Module Title	Design Workshop
Level	4
Credit value	20
Faculty	FAST
HECoS Code	101019
Cost Code	GACP

Programmes in which module to be offered

Programme title	Is the module core or option for this programme
BSc (Hons) Computer Games Design and Enterprise	Core
BSc (Hons) Computer Games 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	164 hrs
Module duration (total hours)	200 hrs

For office use only	
Initial approval date	15/06/2020
With effect from date	September 2023
Date and details of revision	10/05/2023 AB approval of revalidated Games suite
Version number	2

Module aims

This module is designed to introduce students to a range of design concepts and methods used within the process of creating games. This is encompassing design solutions for a range of scenarios revolving around both 2D and 3D assets, and how to ensure efficient and aesthetic strategies for practice. Students will develop and practice these ideas over a range of scenarios contextualised with the relevant content.

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

1	Identify design methods in relation to 2D and 3D asset development.
2	Describe the interaction between development techniques and design solutions.
3	Demonstrate concepts and techniques in relation to current industry standards and tools.

Assessment

Indicative Assessment Tasks:

Coursework will take place throughout the module indicatively using 4-6 scenarios based upon current techniques in game art and design processes. Students will be required to demonstrate their knowledge of design solutions and industry practices through small design pieces that occur around specific ideas and concepts.

The assessment scenarios will require students to develop small project pieces that cover a range of scenarios relating to the wider context game art and design. These may build on and/or support other workflows covered elsewhere on the course.

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

Derogations

N/A

Learning and Teaching Strategies

Learning and teaching strategies may differ between relevant coursework scenarios. Where possible this module will be delivered by multiple staff members to demonstrate the array of design skills covered.

In line with the Active Learning Framework, this module will be blended digitally with both a VLE and online community. Content will be available for students to access synchronously and asynchronously and may indicatively include first and third-party tutorials and videos, supporting files, sections of code/diagrams or any additional content that supports their learning.

Indicative Syllabus Outline

The syllabus will reflect contemporary software and practices and may change based on relevant concepts however and indicative outline could be as follows:

- Design Principles & Elements
- Colour Theory & Composition
- 2D & 3D Software Packages
- User Interface and Experience Design
- Portfolio Development
- Marketing & Social Media Graphics
- Conceptual Processes
- Mood boards & Visual libraries
- 3D Fundamentals & UV processes
- Graphic Design & Logo Development

Indicative Bibliography:

Essential Reads

Caldwell, C. (2019), *Graphic Design for Everyone*, London: Dorling Kindersley.

Other indicative reading

Barnum, C. M. (2020), *Usability Testing Essentials Ready, Set...Test!*, Second Edition, Cambridge: Morgan Kaufmann.

Chavez, C., Faulkner, A. (2021), *Adobe Photoshop Classroom in a Book: The Official Training Workbook from Adobe*, California: Adobe

Murdock, K. L. (2022), *Autodesk Maya 2023 Basics Guide*, Kansas: SDC Publications.

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

Key Attitudes

Commitment
Curiosity
Resilience
Confidence
Adaptability

Practical Skillsets

Digital Fluency
Critical Thinking
Emotional Intelligence
Communication