

Module specification

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Module Code	COM470
Module Title	Games Access Fundamentals
Level	4
Credit value	20
Faculty	FAST
HECoS Code	101267
Cost Code	GACP

Programmes in which module to be offered

Programme title	Is the module core or option for this programme
GUCCE Computer Game Design aligned to the BSc (Hons) Game Development programme for QA and assessment purposes	Core

Pre-requisites

N/A

Breakdown of module hours

Learning and teaching hours	36 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	36 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	10/05/2023
With effect from date	Sept 2023

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Date and details of revision	
Version number	1

Module aims

This module is designed to introduce fundamental concepts of game design, development, game art and contemporary industry studies. Using a series of unique coursework challenges, this module will be to provide a training platform for students wishing to gain entry to studies at undergraduate level.

The coursework challenges will cover a host of key topics and empower students to engage with the multidisciplinary nature of the industry and understand the importance of reflective practice along with the development of key design and technical skills. A key outcome of the module will be the nurturing of a proactive attitude and a willingness to engage with and discuss relevant concepts within the context of creating games.

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

1	Relate the differences in development practice for different roles within the game industry
2	Utilise industry relevant tools to develop game design concepts
3	Apply game design ideas through contextualised portfolio work

Assessment

Indicative Assessment Tasks:

Students will be required to demonstrate their knowledge of fundamental game design, development skills and industry practices by completing a series of coursework challenges. Challenges will focus on key areas of game design and may build on previous ones or provide the opportunity for students to develop small project pieces that build on/extend/augment work carried out in other modules on the programme.

Indicatively, the module coursework will be broken down into 2 challenges based upon both classical and contemporary techniques in game development, design and game art. Final grades will be derived from the number of successfully completed coursework challenges and their respective cumulative marks.

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

Derogations

None

Learning and Teaching Strategies

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, online activities any additional content that supports their learning.

As this module progresses, the strategies will change to best support a diverse learning environment. Initially, the module will start with a heavier reliance on engaging tutor-led lectures, demonstrations, and workshops to ensure that the students get the relevant threshold concepts. As the module continues experiential and peer learning strategies will be encouraged as the students' progress with their coursework.

Indicative Syllabus Outline

- Introduction to 3D Development workflow including:
 - Industry Standard Software
 - Professional practices
 - Geometry basics
 - Texturing and UV mapping
- Introduction to Game Engine Development including:
 - Basic Engine Interaction
 - Introduction to Scripting/Visual Programming
 - Asset Management
 - Playtesting
 - Introduction to Level Design
 - Map Topography

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

Romero, M.F., Sewell, B., Cataldi, L. (2022), *Blueprints visual scripting for Unreal Engine 5*, Third Edition, Birmingham: Packt Publishing.

Other indicative reading

Austin, T., (2021), *Narrative Environments and Experience Design: Space as a Medium of Communication*, London: Routledge Research in Design Studies.

Galauzin, A. (2016), *Preproduction Blueprint: How to Plan Game Environments and Level Designs*, Second Edition, South Carolina: CreateSpace.

Kelly, H. (2021), *Environment Art in the Game Industry: A Guide to Rich and Realistic Environments Using Substance Designer*, Boca Raton: CRC Press.

Kremers, R. (2009), *Level design: Concept, Theory, and Practice*, Massachusetts: A.K. Peters.

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