

Module specification

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Module Code	COM472
Module Title	Game Access Studies
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 identification of current game design strategies and how they reflect on the contemporary game industry. Using unique coursework challenges, this module will be to provide an introduction for students wishing to continue 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 concepts and techniques to the foundations of game design
2	Interpret design decisions within industry development practice
3	Produce game design ideas through contextualised portfolio work

Assessment

Indicative Assessment Tasks:

Students will be required to explore effective game design and industry practices by completing coursework challenges. Each coursework challenge will run for a set period of time and will focus on a particular topic area. Some challenges may build on previous ones or provide the opportunity for students to develop small project pieces.

Indicatively this module will be split into 2 challenges based upon both classical and contemporary techniques in game development, design and game art. Initially this could be an exploration of existing game design/industry trends and then a development of a traditional game design project.

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

Derogations

N/A

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. Sessions will shift to more tutorial-based sessions to focus of formative feedback for individual student achievement.

Indicative Syllabus Outline

Existing Game and Industry Studies including:

- Case Studies & Contemporary Industry
- Creative Limitations
- Game Engagement Strategies
- Portfolio Development
- Discussions and Debates

- Introduction to Traditional Game Prototyping:
 - 2D Asset Development
 - Introduction to Game Design
 - Conceptualisation & Art Styles
 - Group Playtesting & Critiquing

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

Stahlke, S., Mirza-Babaei, P. (2022), *The Game Designer's Playbook: An Introduction to Game Interaction Design*, Oxford: Oxford University Press.

Other indicative reading

Fullerton, T. (2018), *Game Design Workshop: A Playcentric Approach to Creating Innovative Games*, Fourth Edition, Boca-Raton: CRC Press

Macklin, C., Sharp, J. (2016), *Games, Design and Play: A Detailed Approach to Iterative Game Design*, Boston: Addison-Wesley.

Schell, J. (2020), *The Art of Game Design: A Book of Lenses*, Third Edition, Boca Raton: CRC Press.

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
Critical Thinking
Communication