Module code: MOD007027	**Version:** 1 **Date Amended:** 11/Sep/2019

1. Module Title

Mobile Technology in Computer Games

2a. Module Leader

Dominic Chapman

2b. School

Cambridge School of the Creative Industries

2c. Faculty

Faculty of Arts, Humanities and Social Sciences

3a. Level

6

3b. Module Type

Standard (fine graded)

4a. Credits

15

4b. Study Hours

150

5. Restrictions

Type	Module Code	Module Name	Condition
Pre-requisites:	None		
Co-requisites:	None		
Exclusions:	None		
Courses to which this module is restricted:	BSc (Hons) Computer Gaming Technology		

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

The module will explore the different ways in which people are using handheld devices such as phones and tablets, and the larger systems those devices are a part of. It will cover the types of mobile device and their users, as well as the trade-offs one needs to consider when publishing a game for these devices across multiple platforms. The module will also look at the considerations that need to be made for user interface, user experience and user input when developing for a mobile platform. This will provide you with an understanding of the mobile games industry, including extensive use of case study materials to evaluate methods of design, development and monetisation within the mobile games sector. You will be exposed to suitable game engines, frameworks, middleware, API's, and SDK's, for developing on a mobile platform. The assessment for the module is based around you developing a mobile game, from concept to deployment, using industry standard game engines such as Unity or Unreal. The emphasis is on meeting quality benchmarks, understanding the need for portability across devices, and the issues arising from a reduction in resources.

6b. Outline Content

Mobile device capabilities including touch, accelerometer, GPS, camera etc

Comparison of development paradigms on different mobile platforms

Input considerations for mobile device development

Game mechanics for mobile games

Developing for multiple resolutions and viewports

UI and UX design for mobile

Asset handling for mobile development

Optimisation strategies for mobile games

Comparison of mobile monetisation methods

Publishing games on a mobile platform

6c. Key Texts/Literature

The reading list to support this module is available at: http://readinglists.anglia.ac.uk/modules/mod007027

6d. Specialist Learning Resources

Access to the internet and Anglia Ruskin University LMS. Software development tools for programming in a high-level language (such as: C#, C++, Java and AI language toolkits) available as a standard resource in departmental labs and for free either directly or through the Microsoft Academic Alliance scheme. Access to a specialist programmable interactive environment (i.e. game engines) and a range of mobile devices and software.

7. Learning Outcomes (threshold standards)

No.	Type	On successful completion of this module the student will be expected to be able to:
1	Knowledge and Understanding	Appraise and evaluate market trends within the mobile sector and specify the development of a product development plan to meet the requirements of that market.
2	Knowledge and Understanding	Adapt standard development methodologies to the requirements of a mobile product and document development steps to a professional standard.
3	Intellectual, practical, affective and transferrable skills	Design and implement a mobile application to a professional standard, utilising appropriate and up-to-date technologies and techniques.
4	Intellectual, practical, affective and transferrable skills	Critically evaluate the success of the product with respect to potential or actual end users and how this reflects their needs and aspirations in the form and content of that product.

8a. Module Occurrence to which this MDF Refers

Year	Occurrence	Period	Location	Mode of Delivery
2019/0	ZZF	Template For Face To Face Learning Delivery		Face to Face

8b. Learning Activities for the above Module Occurrence

Learning Activities	Hours	Learning Outcomes	Details of Duration, frequency and other comments
Lectures	12	1,2,3	Weekly: 1 hour lecture.
Other teacher managed learning	24	1,2,3	Weekly: 2 hour tutorial and laboratory in a computing laboratory.
Student managed learning	114	1-4	Private study
TOTAL:	150		

9. Assessment for the above Module Occurrence

Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Coursework	1-4	100 (%)	Fine Grade	30 (%)
2000 word (equivalent) mobile video game or equivalent artefact and a 1000 word (equivalent) report.					

In order to pass this module, students are required to achieve an overall mark of 40%.

In addition, students are required to:

(a) achieve the qualifying mark for each element of fine graded assessment of as specified above

(b) pass any pass/fail elements