

Module code: MOD004124	Version: 1 Date Amended: 21/Jan/2014
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1. Module Title
Professional Issues: Video Games and Society

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

This module aims to provide an understanding of the social, professional, legal and ethical issues which have arisen, and which may potentially arise, within the video games industry. It is designed to enhance advanced reflective thinking and to develop the ability to engage in coherent and objective debates on current and future issues. The module covers relevant and current topics within the video games industry such as, but not restricted to; Computer Law (e.g. Data Protection; Intellectual Property; Hacking), age restricted content, socially sensitive content, culturally sensitive content and the wider public image of the video games industry. These, and other, topics will be discussed in the context of their social, ethical and legal implications. Other aspects such as the ethical and professional responsibilities of graduates will be critically appraised. The skills developed in this module are a key part of professional development for game developers seeking to embody professional values and approaches within the video games industry. As such this module offers to balance technical skills of students with relevant soft skills. An important aspect of this module will be developing skills in researching relevant information to help form an objective view of a topic. This skill will also assist the student with engaging in robust debates about relevant issues, and to develop a professional attitude towards the video games industry. A high level of in class student participation is expected; non attendance/non-contribution may be penalised.

6b. Outline Content

- Data Protection, Freedom of Information and Privacy
- Intellectual Property, Piracy, Security
- Professionalism; Ethics; Whistle Blowing
- Age Restricted Content in Games
- Culturally Sensitive Content in Games
- Socially Sensitive Content in Games
- Student led seminars (individual or small group depending on class size) on narrow topic within above wide areas or on other lecturer-approved topic

6c. Key Texts/Literature

The reading list to support this module is available at: <http://readinglists.anglia.ac.uk/modules/mod004124>

6d. Specialist Learning Resources

Students will have access to a specialist game development lab, with the latest industry standard game development tools such as the Unreal Engine, Cry Engine, Unity 3D, 3D Studio Max, C# programming tools. A substantial amount of time will be spent researching topics for discussion, therefore access to the internet and Anglia Ruskin University VLE are provided. Access to the Library search services will also be an important resource.

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	Use appropriate research skills to construct a body of evidence to support discussions on an approved topic on social, professional, legal, or ethical aspects within the video game industry.
2	Knowledge and Understanding	Engage in balanced and objective discussions on an approved topic on social, professional, legal, or ethical aspects within the video game industry.
3	Intellectual, practical, affective and transferrable skills	Give a professional presentation and stimulate discussion, comparing and contrasting key issues.
4	Intellectual, practical, affective and transferrable skills	Critically appraise and evaluate own and others' work.

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	Lecture 1 hr x 12 weeks
Other teacher managed learning	24	2,3,4	Practical 2 hr x 12 weeks
Student managed learning	114	1,2,3,4	N/A
TOTAL:	150		

9. Assessment for the above Module Occurrence					
Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Practical	1,2,3,4	100 (%)	Fine Grade	30 (%)
Seminar (equiv 1500 words per person). Individual/Group work (groups up to 4) with individual report of 1500 words.					

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