Module code: MOD004621	**Version:** 2 **Date Amended:** 02/Jan/2025

1. Module Title

Collaborative Games Development 1

2a. Module Leader

Ian Brown

2b. School

Cambridge School of the Creative Industries

2c. Faculty

Faculty of Arts, Humanities, Education and Social Sciences

3a. Level

7

3b. Module Type

Standard (fine graded)

4a. Credits

30

4b. Study Hours

300

5. Restrictions

Type	Module Code	Module Name	Condition
Pre-requisites:	None		
Co-requisites:	None		
Exclusions:	None		
Courses to which this module is restricted:	MA Games Development (Art); MSc Games Development (Programming)		

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

Games development is a multi-disciplinary endeavour, requiring input from artists, audio-technicians, programmers and designers, to produce an entertaining, polished product. This module provides you with an opportunity to apply your existing skills to complex inter-disciplinary projects. Games design theory is tested in a developmental framework where you collaboratively plan successive games projects and in the process gain hands-on experience on how your particular discipline relates to the demands and requirements of professional games development. Rapid project prototyping will lead to a critical evaluation and assessment of the games design and highlight areas that could be improved in the development process. Formative assessment takes place on a weekly basis during practical sessions both by tutors and peers. You will learn to reflect on your own and others' practice and contribute to peer assessment sessions. You will have an opportunity to discuss the progress of the projects with the module tutors. Periodic milestone presentations of the game in development will also be formatively assessed.

6b. Outline Content

- Researching
- Innovative approaches to video games
- Consideration of gaming platform strengths and weaknesses
- Multi-form Gaming Experiences including, PC, mobile, augmented reality
- Critical evaluation of prototypes.
- Games design
- Games development

6c. Key Texts/Literature

The reading list to support this module is available at: https://readinglists.aru.ac.uk/

6d. Specialist Learning Resources

Students will have access to specialist game development labs, including a lab providing 3D monitors and glasses. Students will also have access to a motion capture facility, video and audio recording facilities and a range of electronic interface devices to explore novel user interfaces for their games (accelerometers, lights sensors, RFID readers). Students will have access to specialist game development labs, with the latest industry standard game development tools.

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	Demonstrate an in-depth understanding of innovative approaches to games development.
2	Knowledge and Understanding	Demonstrate a systematic understanding of how to identify which elements in a game design require prototyping.
3	Knowledge and Understanding	Formulate an efficient prototype to test key design elements.
4	Intellectual, practical, affective and transferrable skills	Critically evaluate the application of prototypes in their own work.
5	Intellectual, practical, affective and transferrable skills	Judge the effectiveness of player experience and audience feedback against the initial aims.
6	Intellectual, practical, affective and transferrable skills	Plan and execute interdisciplinary game development projects within a team.

8a. Module Occurrence to which this MDF Refers

Year	Occurrence	Period	Location	Mode of Delivery
2025/6	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	1-6	1 hour of lectures per week
Other teacher managed learning	24	1-6	2 hours of practical per week
Student managed learning	264	1-6	22 hours of student Managed learning per week
TOTAL:	300		

9. Assessment for the above Module Occurrence

Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Practical	1 3 4 6	20 (%)	Fine Grade	40 (%)

Interim reflective report (equivalent to 1000 words)

Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
011	Coursework	2 4 5 6	80 (%)	Fine Grade	40 (%)

Game artefacts and Critical report (equivalent to 5000 words)

In order to pass this module, students are required to achieve an overall mark of 40% (for modules at levels 3, 4, 5 and 6) or 50% (for modules at level 7*).

In addition, students are required to:
(a) achieve the qualifying mark for each element of fine graded assessment as specified above
(b) pass any pass/fail elements

[* the pass mark of 50% applies for all module occurrences from the academic year 2024/25 – see Section 3a of this MDF to check the level of the module and Section 8a of this MDF to check the academic year]