

<b>Module code: MOD004622</b>	<b>Version: 1    Date Amended: 21/Apr/2015</b>
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<b>1. Module Title</b>
Games Development 2

<b>2a. Module Leader</b>
Ian Brown

<b>2b. School</b>
Cambridge School of the Creative Industries

<b>2c. Faculty</b>
Faculty of Arts, Humanities, Education and Social Sciences

<b>3a. Level</b>
7

<b>3b. Module Type</b>
Standard (fine graded)

<b>4a. Credits</b>
30

<b>4b. Study Hours</b>
300

<b>5. Restrictions</b>			
Type	Module Code	Module Name	Condition
Pre-requisites:	None		
Co-requisites:	None		
Exclusions:	None		
<b>Courses to which this module is restricted:</b>	MA Computer Games Development (Art) MSc Computer Games Development (Computing)		

## LEARNING, TEACHING AND ASSESSMENT INFORMATION

### 6a. Module Description

In this module, you have the opportunity to plan and develop a games project which will focus on developing an innovative games experience. You are encouraged to focus on innovative and engaging player experiences which are not necessarily limited to traditional video game platforms. You will be challenged to develop projects with a target platform, audience and reward strategy in mind and to reflect professional, legal and ethical issues in your game design. The projects which you undertake can be either a full and complete game development project, or an experimental prototype for the exploration of new ideas which can potentially be taken further in your Major Project. You will develop project management and time management skills by collaboratively constructing a schedule of development which considers the prioritising of the various skillsets and accommodating these interdependencies. You will work collaboratively, ensuring that you plan and develop the project in consideration of the demands and influences of the subject specialism of other team members. Formative assessment takes place at several stages within the module: (i) at pitching sessions (ii) two peer assessment sessions (iii) in one-to-one tutorials during which you are able to discuss progress of the project with module tutors.

### 6b. Outline Content

- \* Researching
- \* Project management skills
- \* Project post-mortems
- \* Games design
- \* Development skills
- \* Games creation
- \* Professional and ethical issues facing computer game developers
- \* Presentation and marketing techniques

### 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	Evaluate and apply specialist methodologies, tools and workflows to the production of computer games.
2	Knowledge and Understanding	Devise efficient project plans for games development projects.
3	Knowledge and Understanding	Formulate effective solutions within a subject specialism through iterative design, testing and evaluation.
4	Intellectual, practical, affective and transferrable skills	Critically evaluate the ethical and commercial issues that may affect a project.
5	Intellectual, practical, affective and transferrable skills	Judge the effectiveness of designs for specific target tasks in the development process.
6	Intellectual, practical, affective and transferrable skills	Work effectively in teams to synthesize designs and artefacts to create original games projects.

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	60 (%)	Fine Grade	40 (%)
Project Plan and A game artefact equivalent to 4000 words.					
Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
011	Coursework	2 4 5 6	40 (%)	Fine Grade	40 (%)
A 2000 word critical report on the game artefact.					

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]