Module Definition Form (MDF)

Module code: MOD008609	**Version:** 2 **Date Amended:** 23/Mar/2023

1. Module Title
Game Concepts and Analysis

2a. Module Leader
Martyn Simmons

2b. School
Cambridge School of the Creative Industries

2c. Faculty
Faculty of Arts, Humanities, Education and Social Sciences

3a. Level
4

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:	BA (Hons) Computer Games Art; BSc (Hons) Computer Games Technology; BA (Hons) Computer Games Design; BSc (Hons) Computer Games Programming		

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

This module focuses on the game design process of researching, conceptualising, documenting, and refining an idea so it can be shared within a development team. You will learn the key concepts of game design theory required to create games that offer players a challenging, enjoyable and balanced experience. You will critically analyse a variety of video games, allowing you to assess the inner workings of their gameplay and see how different elements within a game interact with one another to form the whole. You will also analyse the outward facing elements of the game, including its visual style, user interface and player feedback mechanisms. The module will then introduce the skills and techniques required to effectively communicate your ideas within a team, and then pitch these ideas to stakeholders. Finally, you will explore a range of methods and techniques for testing your design concepts through an iterative process of prototyping.

6b. Outline Content

- The game development life cycle
- Fundamental elements of game design theory
- Concepting game mechanics and gameplay
- Creation of design documents
- Methods for prototyping game concepts
- Digital vs paper prototypes
- Effective communication of design ideas, both written and oral
- Research techniques and information evaluation
- Academic writing and referencing

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, with the latest industry standard game development tools such as game engines, 3D modelling tools, graphics packages and other suitable software. The students will have access where appropriate to a variety of specialised game development hardware such as joysticks, virtual reality equipment, graphics tablets and mobile devices. Face-to-face learning activities will be held in appropriate rooms, including gaming labs and active learning rooms when designated. This is in addition to access to the internet and Anglia Ruskin University LMS.

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	Apply knowledge of fundamental game design theory to the specification of a novel game concept.
2	Knowledge and Understanding	Identify and use appropriate methods and techniques for prototyping game mechanics and gameplay concepts.
3	Intellectual, practical, affective and transferrable skills	Produce detailed reports using appropriate academic sources and conventions.
4	Intellectual, practical, affective and transferrable skills	Communicate design concepts and underlying research in visual, oral and written forms to diverse audiences.
5	Intellectual, practical, affective and transferrable skills	Evidence engagement in personal development planning and appropriate skills needed for HE and employment.

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	24	1-5	1 hr Lecture per week
Other teacher managed learning	48	1-5	2 hr Workshop/Supervision per week
Student managed learning	228	1-5	Self-directed learning and development
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	1-5	100 (%)	Fine Grade	30 (%)
100hr project on game design and prototyping					

Assessment components for Element 010				
Component No.	**Assessment Title**	**Submission Method**	**Weighting (%)**	**Components needed for Mark Calculation?**
010/1	Project One	Canvas	50 (%)	All
010/2	Project Two	Canvas	50 (%)	

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]