



Module Definition Form (MDF)

Module code: MOD008617	Version: 2 Date Amended: 23/Mar/2023
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1. Module Title
Collaborative Games Development

2a. Module Leader
Oliver Cox

2b. School
Cambridge School of the Creative Industries

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

3a. Level
5

3b. Module Type
Standard (fine graded)

4a. Credits
30

4b. Study Hours
300

5. Restrictions			
Type	Module Code	Module Name	Condition
Pre-requisite:	MOD008609	Game Concepts and Analysis	Compulsory
Co-requisites:	None		
Exclusions:	None		
Courses to which this module is restricted:			

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

This module will introduce you to the development life cycle of video games, starting with researching the market and ending with marketing a game. You will learn about the formally rigorous approach to the design of computer games, and a sound understanding of the development and delivery technologies which underpin modern video games. You will understand the development and management processes required to create a computer game as a team. You will also look at the many professional, legal, and ethical issues associated with the production of a game. You will work in a group to develop a game from a specified genre, utilising a carefully managed production cycle, and become familiar with the range of tools required for games development. This rigorous approach is central to the skill set of contemporary professional game developers. Finally, you will learn how to test games effectively and learn how to communicate issues clearly so that errors can be reproduced, and feedback can be acted upon.

6b. Outline Content

- The varied skills required for game development
- The roles in the computer games industry
- Benefits of disciplined product development
- Risk analysis and management
- Project management methodologies and tools
- Documentation of specialised contributions to a game project
- Version control and generation of documentation
- Test-driven development and bug tracking software
- Play-testing and planning a testing strategy
- Technical and market trends within the games industry
- The place of games in contemporary culture
- Social, professional, legal, and ethical issues affecting game 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, 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	Appraise market trends and specify the design of a product to meet the requirements of a specific market.
2	Knowledge and Understanding	Devise and implement a testing procedure for the development lifecycle of a video game artefact.
3	Intellectual, practical, affective and transferrable skills	Adopt a well-defined professional role within a group to design and develop a game that is based on a client brief.
4	Intellectual, practical, affective and transferrable skills	Make appropriate use of project management tools and techniques to enhance team efficiency and effectiveness.
5	Intellectual, practical, affective and transferrable skills	Evidence engagement in personal development planning including a consideration of the social, professional, and ethical issues associated with game production.

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	72	1-5	3 hr Workshop/Supervision per week
Student managed learning	204	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 teamwork project on game development					

Assessment components for Element 010				
Component No.	Assessment Title	Submission Method	Weighting (%)	Components needed for Mark Calculation?
010/1	Team Project One	Scheduled Activity: Timetabled assessment task	50 (%)	All
010/2	Team Project Two	Scheduled Activity: Timetabled assessment task	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]