Module Definition Form (MDF)

Module code: MOD008620	**Version:** 1 **Date Amended:** 22/Dec/2021

1. Module Title
Specialised Practice in Games Art

2a. Module Leader
Adam Twycross-Martin

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
60

4b. Study Hours
600

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		

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

This module encourages the selection of your preferred area of digital practice for focused development within 3D game art, be it character animation, environment modelling, or other paths. Personal research will feed into and expand your own work through an investigation of artists, theory, and relevant computer graphic technical processes. Research and development will be well documented and show the link between the broader professional context and your own work. In this module you will be expected to contribute to class critiques and to present your work in progress to the group. By the end of this module, you will have developed a deeper understanding of your area of interest and be able to analyse how this aligns with the broader context of the subject area. Most importantly, you will have started to create an innovative portfolio of digital work that builds on self-directed research and experimentation.

6b. Outline Content

- Advanced 3D modelling and digital sculpting techniques
- Advanced rendering and lighting techniques
- Advanced textures and materials
- Modular asset production
- Post-production
- Dynamics and particles
- Character rigging and animation

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	Plan and effectively execute appropriate workflow strategies for the development of rigged characters.
2	Knowledge and Understanding	Display a significant level of technical knowledge using digital sculpting and/or 3D modelling tools.
3	Knowledge and Understanding	Make use of visual research to inform a personal visual language and create visually distinctive work.
4	Intellectual, practical, affective and transferrable skills	Deliver final work that is effectively and creatively showcased within a commercial game engine.
5	Intellectual, practical, affective and transferrable skills	Develop and critically evaluate game assets that visually tell a story and evoke emotions.
6	Intellectual, practical, affective and transferrable skills	Produce work that demonstrates an awareness of professional approaches to 3D asset creation.

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	48	1-6	2 hr Lecture per week
Other teacher managed learning	96	1-6	4 hr Practical per week
Student managed learning	456	1-6	Self-directed learning and development
TOTAL:	600		

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	50 (%)	Fine Grade	30 (%)
100hr project to showcase a 3D character within a game engine					
Assessment No.	**Assessment Method**	**Learning Outcomes**	**Weighting (%)**	**Fine Grade or Pass/Fail**	**Qualifying Mark (%)**
011	Practical	2-6	50 (%)	Fine Grade	30 (%)
100hr project to design and develop polished 3D game assets					

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]