



Module Definition Form (MDF)

Module code: MOD008621	Version: 1 Date Amended: 04/Jan/2022
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1. Module Title
Player Experiences in Games

2a. Module Leader
Ray Oliver

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 Design		

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

This module will build on previous learning to delve deeper into the elements of game design and development that produce immersive experiences for players. A primary focus will be narrative and how this can be conveyed to the player directly through story or subtly through sound and environmental design. You will explore forms of narration, interactive storytelling systems, narrative pacing, character development and other narrative concepts. The module will also introduce the principles of sound design and implementation within a game engine. You will learn about the variety of methods and tools a game designer has at their disposal to engage, inform, excite, and elicit emotional response from their players. And you will be introduced to the various tools and techniques that will allow you to design environments that range from low poly and stylised to high fidelity and realistic.

6b. Outline Content

- Storytelling and narrative pacing
- Narrative through 3D environmental design
- Storytelling through affordances
- Narrative through effective sound design
- Implementing sound and audio assets
- Level editing tools for interior and exterior spaces
- Interactive storytelling systems
- Character development in games

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	Utilise a range of game engine features with technical proficiency in the creation of a game artefact.
2	Knowledge and Understanding	Critically appraise story and narrative elements of video games that increase player engagement.
3	Knowledge and Understanding	Research world building techniques that make game environments more immersive and synthesise within a game engine.
4	Intellectual, practical, affective and transferrable skills	Develop visually distinct game environments that provide engaging player experiences.
5	Intellectual, practical, affective and transferrable skills	Demonstrate creativity in the production of visually interesting and appropriate game art.
6	Intellectual, practical, affective and transferrable skills	Produce an immersive video game experience through the creation and effective use of audio assets.

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 design and develop a stylised game					
Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
011	Practical	1-4 AND 6	50 (%)	Fine Grade	30 (%)
100hr project to design and develop a polished game					

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]