

Module code: MOD008623	Version: 2    Date Amended: 23/Mar/2023
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<b>1. Module Title</b>
Studio Practice for Games

<b>2a. Module Leader</b>
Viktor Izsof

<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>
6

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

<b>4a. Credits</b>
60

<b>4b. Study Hours</b>
600

<b>5. Restrictions</b>			
Type	Module Code	Module Name	Condition
Pre-requisite:	MOD008617	Collaborative Games Development	Compulsory
Co-requisites:	None		
Exclusions:	None		
<b>Courses to which this module is restricted:</b>			

## LEARNING, TEACHING AND ASSESSMENT INFORMATION

### 6a. Module Description

This module gives you opportunities to work in a team to develop video game artefacts for your professional portfolio. You will take on a quasi-professional role in the development of substantial pieces of work which will include research, design, documentation, development, and evaluation. As far as possible you will use real world market and commercial requirements to guide the development process from initial idea to final deliverable. The module will provide an opportunity to develop new skills or take existing knowledge further within a supportive framework and with guidance from an academic supervisor. Throughout the module a professional and real-world approach is encouraged and work can be undertaken for third party clients and practitioners of the industry. It will be your opportunity to develop and demonstrate your skills in leadership, teamwork, project management, planning, communication, as well as technical skills in your chosen technologies. Importantly, this module will prepare you to leave your course and enter the creative industries with a varied portfolio, reflecting a significant body of work and transferable skills.

### 6b. Outline Content

- The studio environment vs the academic environment
- Designing and proposing ideas within a studio setting
- Understanding and negotiating stakeholder requirements
- Evaluating professional production techniques and approaches
- Identify personal and professional aims and objectives for the final year of the course
- Determine knowledge or skill shortages to be addressed
- Outline and monitor the final stage of a personal development plan

### 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	Using effective communication methods propose and develop ideas which demonstrate a strong understanding of industry and/or consumer needs and demands.
2	Knowledge and Understanding	Demonstrate understanding of the professional roles within a team by working effectively to design, develop and deliver a novel game artefact.
3	Knowledge and Understanding	Appraise and select appropriate discipline-specific methods and workflows to then deliver a professional-level solution.
4	Intellectual, practical, affective and transferrable skills	Develop a significant video game artefact to a release state using industry standard development tools and techniques.
5	Intellectual, practical, affective and transferrable skills	Critically evaluate collaborative project work in terms of decision making, processes, and responsibilities, then reflect upon current deliverables and next steps for further development.
6	Intellectual, practical, affective and transferrable skills	Evidence engagement in personal development planning in preparation for graduation 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	0	NA	NA
Other teacher managed learning	72	1-6	3 hr Workshop/Supervision per week
Student managed learning	528	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	1-6	100 (%)	Fine Grade	30 (%)
200hr teamwork project on game production					

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

<p>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*).</p> <p>In addition, students are required to:</p> <p>(a) achieve the qualifying mark for each element of fine graded assessment as specified above</p> <p>(b) pass any pass/fail elements</p> <p>[* 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]</p>
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