

<b>Module code: MOD008624</b>		<b>Version: 2    Date Amended: 23/Mar/2023</b>	
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<b>1. Module Title</b>			
Major Project for Games			

  

<b>2a. Module Leader</b>			
Matthew Holland			

  

<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>			
Project or dissertation (fine graded)			

  

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

  

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

  

<b>5. Restrictions</b>			
<b>Type</b>	<b>Module Code</b>	<b>Module Name</b>	<b>Condition</b>
Pre-requisite:	MOD008619	Technical Development for Games	Compulsory
Co-requisites:	None		
Exclusions:	None		
<b>Courses to which this module is restricted:</b>			

## LEARNING, TEACHING AND ASSESSMENT INFORMATION

### 6a. Module Description

The Major Project is the culmination of your bachelor's degree and will allow you to engage in a substantial piece of work relevant to your specific discipline. At the outset, you will prepare a detailed proposal for an independent creative project, to be approved by a supervising tutor. The project will allow you to demonstrate your capacity to work to a planned schedule, research your options imaginatively, take account of current thinking on the issues your project raises, develop your work in convergent and divergent ways, respond positively to criticism, and arrive at creative solutions. It will allow you to show advanced understanding of the workflows, techniques, materials, and processes appropriate to your specific discipline and its relevant industries. The project developed in this module is the most substantial piece of academic work that you will produce during your undergraduate studies. Your choice of project topic and the quality of the work is likely to have a great influence on your career. The successful completion of the module will enhance your employability, evidencing your ability and appropriate skillset to work on real world projects.

### 6b. Outline Content

- Identifying a creative project suitable for your area of study
- Formulate a project proposal consistent with the aims of your course
- Define your research and planning methods
- Conduct literature reviews and evaluate information
- Self-directed research and creative practice
- Investigate and adopt suitable development methodologies and workflows
- Creatively develop your ideas, drawing on a wide range of resources
- Complete in-depth exploration of your chosen topic
- Write a substantial report, and present the work in an appropriate format
- Self-manage the development of your project, with regular consultation of supervising tutor
- Determine solutions and develop video game related artefacts as appropriate
- Present your developing work to your tutors and peers in critical seminars

### 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	Choose and define the scope of a creative project for structured investigation, design, and development, considering the ethical dimensions where appropriate.
2	Knowledge and Understanding	Collect, organise, understand and interpret information from a variety of appropriate resources, acting autonomously, with minimal supervision.
3	Knowledge and Understanding	Identify, select and justify the use of appropriate techniques, methods, and strategies for the creation of an artefact with a focus on creative development.
4	Intellectual, practical, affective and transferrable skills	Critically evaluate evidence to justify and support conclusions / recommendations in relation to research undertaken or artefacts created.
5	Intellectual, practical, affective and transferrable skills	Communicate professionally and effectively, in writing and orally, to produce detailed and coherent work that displays good academic practice.
6	Intellectual, practical, affective and transferrable skills	Show flexibility, adaptability and originality in the development of an artefact, demonstrating conceptual, critical and independent thinking.

## 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	6	1-6	Individual/Group Supervision (Typically 15 min per week)
Student managed learning	594	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	Coursework	1-6	100 (%)	Fine Grade	30 (%)
250hr major project					

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 (%)	

<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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