Module Definition Form (MDF)

Module code: MOD011410	**Version:** 1 **Date Amended:** 15/Dec/2025

1. Module Title
Academic Skills for Games

2a. Module Leader
Matthew Holland

2b. School
Cambridge School of the Creative Industries

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

3a. Level
4

3b. Module Type
Standard (fine graded)

4a. Credits
15

4b. Study Hours
150

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; BA (Hons) Computer Games Design; BSc (Hons) Computer Games Programming;		

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

In this module, you will learn what is required when writing a formal academic document, from that of structure, format, and language. With additional support from ARU's "Skills Hub", you will learn how to effectively relay information, in an academic way, using an appropriate method. This could be that of an essay, report, reflective document, presentation, or any other method suitable for the given topic. With the support of the library, you will also develop your research skills. This will involve you understanding how to research a topic, choosing the appropriate media for this research, and evaluating the quality of sources found. We'll also cover approved ARU referencing techniques. You will also gain the skills and techniques required to communicate your ideas effectively to others, either as an individual or as part of a team, equipping you for professional roles in the games industry (or related industries).

Throughout the module, you will additionally be required to review your progress in relation to time management and self-reflection.

6b. Outline Content

- Time management
- Academic writing and referencing
- Working with others
- Effective communication of games related topics, both in written and oral formats
- Research techniques and information evaluation
- Critical thinking
- The importance of self-reflection

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 not need specialist equipment, except for equipment and software which allows for the production of academically created artifacts. This software could initially be from the standard image placed on all University PC's. Access to the Study Skills / library facilities will also be required to support the creation of the assessment artifacts. Face-to-face learning activities will be held in appropriate rooms, including suitable computer 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 appropriate communication methods, which fit the purpose of a given task, in a way that is suitable for both use in industry and employment.
2	Intellectual, practical, affective and transferrable skills	Produce detailed reports using appropriate academic sources and conventions.
3	Intellectual, practical, affective and transferrable skills	Communicate design concepts and underlying research in visual, oral and written forms to diverse audiences.
4	Intellectual, practical, affective and transferrable skills	Evidence engagement in personal development planning and appropriate skills needed for HE and employment.

8a. Module Occurrence to which this MDF Refers				
Year	**Occurrence**	**Period**	**Location**	**Mode of Delivery**
2026/7	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	12	1-4	1-hour lecture per week
Other teacher managed learning	24	1-4	2-hour practical session per week
Student managed learning	114	1-4	Self-directed learning and development
TOTAL:	150		

9. Assessment for the above Module Occurrence

The assessment for some modules includes a presentation (see below for details on how this particular module is assessed). We recognise that presenting, especially to a large group, can cause significant anxiety or distress for some students. If this may affect you, please contact your Module Leader or the Disability and Neurodiversity Service as early as possible. We will work with you to consider appropriate reasonable adjustments. Depending on your individual needs, these might include, for example, presenting to a smaller group or presenting only to a member of academic staff.

Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Coursework	1-4	100 (%)	Fine Grade	30 (%)

50hr Portfolio (2000 word-equivalent) which contains a collection of artifacts which demonstrate the skills required for academic study.

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]