Module Definition Form (MDF)

Module code: MOD011416	**Version:** 1 **Date Amended:** 15/Dec/2025

1. Module Title
Games QA and Testing

2a. Module Leader
Thom Barrett

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 Design		

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

In this module you will look at the process of Quality Assurance in games design, through experimentation with playtesting. You will explore approaches to game testing, assessing the value of player feedback to an iterative design process. You will analyse techniques for testing through the practice of various studios and practitioners, creating a toolkit for testing to be used in future assignments and projects. You will engage in testing activities as a play tester and in using testing to assess your own work.

6b. Outline Content

- Explore professional and academic sources to understand the purpose and practice of game testing
- Assess the value of testing through examination of iterative design practices
- Examine the uses of qualitative and quantitative feedback in games design
- Participate in game testing activities
- Gather and analyse player feedback

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, diagramming 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	Develop knowledge of game testing practices and their application to an iterative design process.
2	Intellectual, practical, affective and transferrable skills	Develop skills in gathering and analysing player feedback in order to refine a game artefact.

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	1-2	1-hour lecture per week
Other teacher managed learning	24	1-2	2-hour practical session per week
Student managed learning	114	1-2	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	1-2	100 (%)	Fine Grade	30 (%)
50 hour (2000 word-equivalent) patchwork of test planning, documentation and examples					

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]