Module Definition Form (MDF)

Module code: MOD011418	**Version:** 1 **Date Amended:** 24/Sep/2026

1. Module Title
Employability in 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
5

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:			

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

In this module you will develop the skills to explore the process of finding work within the games/creative industries. You will be introduced to formats and styles of professional presentation and networking, through the development of CV's, blogs and websites. We will also be looking at how to formally present yourself and your games through the process of interviews or pitching game ideas. This will help develop your confidence in your own ability, the quality of your work and your communication skills.

You'll gain an understanding of the stages of applying for a role and as part of this process you will reflect on how the industry works, and identify some of the social, professional, legal, and ethical issues affecting game development, and how this could impact on your own personal journey.

Throughout this module you will also reflect on your own abilities to identify any knowledge gaps and plan to how you will gain the relevant skills needed for the employment of your choice.

6b. Outline Content

Routes to employment and alternative employment opportunities for games students

CV and application letter writing

Professional / social networks and networking techniques

Branding and self-promotion

Portfolio development

Creating professional showreels, and "breakdown" videos

Application test and assessment

Interview techniques

Self-reflection and future planning

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 need equipment and software suitable for the creation of artifacts related to the employment process. This could include software that comes as part of the standard image used on all University PC's. However there could be points throughout the module where gaming software would be required for the completion of some of the set tasks. Access to the "Employability" team at the university would be beneficial to support the delivery of the employability skills. 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	Establish an understanding of the routes to employment for a student with a games degree, and what is required to achieve this goal.
2	Knowledge and Understanding	Understand how to contact and engage with the creative / games industries for the purpose of career progression and future employment.
3	Intellectual, practical, affective and transferrable skills	Demonstrate suitable production values in visual and oral presentations, and through text and different media formats, when engaging with a range of specialist and non-specialist audiences.
4	Intellectual, practical, affective and transferrable skills	Showing a knowledge of how to self-promote /branding, using appropriate methods and platforms.

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 (2500 word-equivalent) which contains a collection of artifacts which relate to the process of acquiring employment

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]