Module Definition Form (MDF)

Module code: MOD011420	**Version:** 1 **Date Amended:** 24/Sep/2026

1. Module Title
Intermediate Project 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
5

3b. Module Type
Standard (fine graded)

4a. Credits
30

4b. Study Hours
300

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

This module allows you to pursue individual research to further your understanding in a skill or technique relevant to your course and future career. You will work independently with the support of knowledgeable academic staff, developing substantial understanding of your chosen topic. This will build your skills for future independent learning, including an undergraduate major project, such as self-organisation and effective use of external sources. You will create a demonstration of your topic and report your findings, building your skills in academic and professional communication.

6b. Outline Content

- The nature of a professional or academic investigation to discover or evaluate a technique or process.
- Defining and communicating research goals; planning the project.
- Use of external sources to support and inform independent investigation.
- Demonstrating a test case, evaluating and reflecting on the research.
- Students will also be supported by appropriate specialist staff, on the specific skills of their topic.

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	Identify and define an appropriate area for creative or technical exploration and plan an investigative approach.
2	Knowledge and Understanding	Use a variety of appropriate resources as information and evidence to support learning and explanation.
3	Intellectual, practical, affective and transferrable skills	Develop an effective test or demonstration of your chosen technique or process, showcasing skills gained.
4	Intellectual, practical, affective and transferrable skills	Critically evaluate the outcome of the investigation and communicate its findings in a suitably professional or academic manner.

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	8	1-4	1-hour lectures spread throughout the module
Other teacher managed learning	24	1-4	2-hour practical/supervision session each week, including
Student managed learning	268	1-4	Directed learning and development
TOTAL:	300		

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	Practical	1-4	100 (%)	Fine Grade	30 (%)

100 hour (5000 word-equivalent) project to investigate and demonstrate a specialist topic

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]