Module Definition Form (MDF)

Module code: MOD011421	**Version:** 1 **Date Amended:** 24/Sep/2026

1. Module Title
Specialities in Game Design

2a. Module Leader
Ray Oliver

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

In this module you will practice a pair of game design specialities, learning to apply their tools and methods and adopting their specific viewpoints on the player experience. You will examine specialist work in existing games of all kinds, research other sources, then design, document and implement solutions to relevant challenges. By studying contrasting specialities you will improve your appreciation of the wider context of commercial game design and of the work of your colleagues; by learning other specialities' techniques and technologies you will gain important flexibility for when you must learn new practices in your preferred role. You may decide that one of these specialities appeals to you as a career direction, starting a journey that can continue in teamwork and independent project modules. You will gain core competency in each speciality, then have the opportunity to gain additional ability in one of your preference.

6b. Outline Content

Two indicative specialities for the content of this module are game narrative design and combat design

Narrative design:

- The role of narrative in the wider game
- Narrative objects and structures: characters, settings, acts & scenes
- Delivery of narrative, interaction with gameplay and UI
- Documentation and implementation tools and techniques for narrative design

Combat design:

- Purposes and styles of computer game combat
- Combat rules systems as gameplay systems; balancing
- Combat content as game content: abilities, opponents, arenas

Implementation and documentation strategies for combat systems/content

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	Show understanding of the responsibilities and needs of various designers, by exploring their specialist goals.
2	Knowledge and Understanding	Develop a playable demonstration of a specialist design scenario, suitable for a specified player experience.
3	Intellectual, practical, affective and transferrable skills	Use appropriate tools and techniques for the design, documentation and implementation of specialist gameplay and content.

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	24	1-3	Two 1-hour lectures per week
Other teacher managed learning	48	1-3	Two 2-hour practical sessions per week
Student managed learning	228	1-3	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	1-3	100 (%)	Fine Grade	30 (%)
100 hour (5000 word-equivalent) project to design and implement a specialist game artefact					

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]