Module Definition Form (MDF)

Module code: MOD011426	**Version:** 1 **Date Amended:** 28/Sep/2026

1. Module Title
Studio Practice for Games

2a. Module Leader
Viktor Izsof

2b. School
Cambridge School of the Creative Industries

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

3a. Level
6

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 have the opportunity to work in a team to develop video game artefacts for your professional portfolio. You will take on a quasi-professional role in the development of substantial pieces of work which will include research, design, documentation, development, and evaluation. As far as possible you will use real world market and commercial requirements to guide the development process from initial idea to final deliverable. You will develop new skills or take existing knowledge further within a supportive framework and with guidance from an academic supervisor. You will be encouraged to take a professional and real-world approach, and work can be undertaken for third party clients and industry. You will have the opportunity to develop and demonstrate your skills in leadership, teamwork, project management, planning, communication, as well as technical skills in your chosen technologies. Importantly, you will graduate and enter the creative industries with a varied portfolio, reflecting a significant body of work and transferable skills.

6b. Outline Content

- The studio environment vs the academic environment
- Designing and proposing ideas within a studio setting
- Understanding and negotiating stakeholder requirements
- Evaluating professional production techniques and approaches
- Identify personal and professional aims and objectives for the final year of the course
- Determine knowledge or skill shortages to be addressed
- Outline and monitor the final stage of a personal development plan

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	Using effective communication methods propose and develop ideas which demonstrate a strong understanding of industry and/or consumer needs and demands.
2	Knowledge and Understanding	Demonstrate understanding of the professional roles within a team by working effectively to design, develop and deliver a novel game artefact.
3	Intellectual, practical, affective and transferrable skills	Develop a significant video game artefact to a release state using industry standard development tools and techniques.
4	Intellectual, practical, affective and transferrable skills	Critically evaluate collaborative project work in terms of decision making, processes, and responsibilities, then reflect upon current deliverables and next steps for further development.

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	0	NA	NA
Other teacher managed learning	24	1-4	3-hour practical session per week
Student managed learning	276	1-4	Self-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 (6000 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]