Module Definition Form (MDF)

Module code: MOD011427	**Version:** 1 **Date Amended:** 28/Sep/2026

1. Module Title
Advanced Specialist Game Design

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
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

This module returns to the core target specialities of level/content designer and gameplay/systems designer. Through advanced study of these fundamental practices you will improve your understanding of players and games, and inform your practice in your own speciality. You will explore advanced design in existing games, research other sources, then undertake a challenge to advance and demonstrate your design, documentation and implementation capabilities. You will examine how specialist gameplay and content design contribute to the formation of player experience, using that insight to further strengthen your understanding of your own target role. You will gain core competency in advanced concerns in both gameplay and content, then have the opportunity to gain additional ability in one of your preferences.

6b. Outline Content

- Motivations and contexts for advanced gameplay and level design
- Frameworks, tools and resources for specialist rules/systems and levels
- Design and documentation strategy for solving and communicating specific game challenges
- Influencing the player experience through advanced use of game systems and in-game spaces

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	Demonstrate advanced understanding of the structure of games and development teams, referring to specialist gameplay and level concerns.
2	Knowledge and Understanding	Show detailed knowledge of player experience formation using these core design practices to influence them and meet their needs.
3	Intellectual, practical, affective and transferrable skills	Use appropriate tools and frameworks to design and document an advanced gameplay/content solution to provide a specified player experience.
4	Intellectual, practical, affective and transferrable skills	Implement an advanced gameplay/content solution, making informed use of suitable game engine features and integrating third-party assets from other disciplines.

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	1-4	Two 1-hour lectures per week
Other teacher managed learning	48	1-4	Two 2-hour practical sessions per week
Student managed learning	228	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 (6000 word-equivalent) project to design and implement an advanced gameplay and content 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]