



MODULE SPECIFICATION

Part 1: Information			
Module Title	Game Development Evolution		
Module Code	UFCFF5-30-1	Level	Level 4
For implementation from	2018-19		
UWE Credit Rating	30	ECTS Credit Rating	15
Faculty	Faculty of Environment & Technology	Field	Computer Science and Creative Technologies
Department	FET Dept of Computer Sci & Creative Tech		
Contributes towards	Games Technology [Sep][SW][Frenchay][4yrs] BSc (Hons) 2018-19 Games Technology [Sep][FT][Frenchay][3yrs] BSc (Hons) 2018-19 Digital Media [Sep][FT][Frenchay][3yrs] BSc (Hons) 2018-19 Digital Media [Sep][SW][Frenchay][4yrs] BSc (Hons) 2018-19 Digital Media [Sep][FT][SHAPE][3yrs] BSc (Hons) 2018-19		
Module type:	Project		
Pre-requisites	None		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	None		

Part 2: Description

Overview: Videogame technology evolves significantly faster than most other mainstream entertainment media. Since it's inception in the 1970s, expectations, workload and the technical hurdles of game development have increased incessantly. The module looks at formal production process, game concepts and how technical assets and components are developed and integrated into viable software in a commercial setting across a range of platforms and devices as well as the legal, social and ethical issues around game development.

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Educational Aims: The core aim of this module is to foster an understanding of how hardware and development practice evolve and impact upon each other.

Outline Syllabus: The following topics are covered:

Industry standard development process and project management.
 Games Technology: History and evolution of hardware.
 Technical design, conceptualisation, UX, developing appropriate technical documentation.
 Interaction, gameplay mechanics, accessibility, and GUI.
 Build engineering, deployment, testing and reflexive design.
 IP, legal, copyright and licensing, localisation, sustainability.
 Network technology, porting, emulation, backwards compatibility.
 History of games hardware, SDKs, DirectX, middleware and dedicated game development environments.

Teaching and Learning Methods: Lectures, presentations and demonstrations featuring rich media content will cover the core material of the module.

Seminars and industry focussed studio-style workshops featuring individual and group based work will run alongside lecture content, supporting and informing the modules assessment wherever possible, providing a platform for the students to demonstrate their skills regularly.

Contact time: 72 hours
 Assimilation and development of knowledge: 148 hours
 Portfolio preparation: 80 hours
 Total study time: 300 hours

Part 3: Assessment

Formative assessment will be undertaken regularly in studio/workshop sessions, most of which will be based around group work.

Summative assessment will take the form of a portfolio of research and development tasks, collated throughout the year and based upon the concepts developed in workshop sessions. As well as development work, the portfolio must also show synthesis of relevant legal and professional issues in game development and/or the sector itself.

For written portfolio work primary consideration should pertain to the technical content, the students' knowledge and understanding and the overall quality of the work.

For practical development/design work the primary areas of consideration will vary greatly depending on the concepts being covered, but should be consistent and appropriate throughout.

First Sit Components	Final Assessment	Element weighting	Description
Portfolio - Component A	✓	100 %	Development portfolio
Resit Components	Final Assessment	Element weighting	Description
Portfolio - Component A	✓	100 %	Development portfolio

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Part 4: Teaching and Learning Methods																			
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Reading List	<p><i>The reading list for this module can be accessed via the following link:</i></p> <p>https://uwe.rl.talis.com/modules/ufcff5-30-1.html</p>																		