



## MODULE SPECIFICATION

Part 1: Information			
Module Title	Game Development Evolution		
Module Code	UFCFF5-30-1	Level	Level 4
For implementation from	2019-20		
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		
Module type:	Project		
Pre-requisites	None		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	None		

Part 2: Description
<p><b>Overview:</b> 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.</p> <p><b>Educational Aims:</b> The core aim of this module is to foster an understanding of how hardware and development practice evolve and impact upon each other.</p> <p><b>Outline Syllabus:</b> The following topics are covered:</p> <ul style="list-style-type: none"> <li>Industry standard development process and project management.</li> <li>Games Technology: History and evolution of hardware.</li> <li>Technical design, conceptualisation, UX, developing appropriate technical documentation.</li> <li>Interaction, gameplay mechanics, accessibility, and GUI.</li> <li>Build engineering, deployment, testing and reflexive design.</li> <li>IP, legal, copyright and licensing, localisation, sustainability.</li> <li>Network technology, porting, emulation, backwards compatibility.</li> </ul>

## STUDENT AND ACADEMIC SERVICES

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

## STUDENT AND ACADEMIC SERVICES

<b>Part 4: Teaching and Learning Methods</b>																	
Learning Outcomes	<p>On successful completion of this module students will achieve the following learning outcomes:</p> <table border="1"> <thead> <tr> <th style="text-align: left;"><b>Module Learning Outcomes</b></th> <th style="text-align: left;"><b>Reference</b></th> </tr> </thead> <tbody> <tr> <td>Assess implications of technology change on development process</td> <td>MO1</td> </tr> <tr> <td>Develop appropriate industry standard technical documentation</td> <td>MO2</td> </tr> <tr> <td>Demonstrate sound conceptual development for game projects</td> <td>MO3</td> </tr> <tr> <td>Explain key human, behavioural and social issues in games</td> <td>MO4</td> </tr> <tr> <td>Identify key issues of licensing, IP and asset management</td> <td>MO5</td> </tr> <tr> <td>Discuss appropriateness of funding and development models</td> <td>MO6</td> </tr> <tr> <td>Consider key issues of online, mobile and multi-platform development</td> <td>MO7</td> </tr> </tbody> </table>	<b>Module Learning Outcomes</b>	<b>Reference</b>	Assess implications of technology change on development process	MO1	Develop appropriate industry standard technical documentation	MO2	Demonstrate sound conceptual development for game projects	MO3	Explain key human, behavioural and social issues in games	MO4	Identify key issues of licensing, IP and asset management	MO5	Discuss appropriateness of funding and development models	MO6	Consider key issues of online, mobile and multi-platform development	MO7
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Reading List	<p><i>The reading list for this module can be accessed via the following link:</i></p> <p><a href="https://uwe.rl.talis.com/modules/ufcff5-30-1.html">https://uwe.rl.talis.com/modules/ufcff5-30-1.html</a></p>																

<b>Part 5: Contributes Towards</b>
<p>This module contributes towards the following programmes of study:</p> <p>Games Technology {Foundation} [Sep][SW][Frenchay][5yrs] BSc (Hons) 2018-19</p> <p>Games Technology {Foundation} [Sep][FT][Frenchay][4yrs] BSc (Hons) 2018-19</p> <p>Digital Media {Foundation}[Sep][SW][Frenchay][5yrs] BSc (Hons) 2018-19</p> <p>Digital Media [Aug][PT][SHAPE][6yrs] BSc (Hons) 2018-19</p> <p>Digital Media {Foundation}[Sep][FT][Frenchay][4yrs] BSc (Hons) 2018-19</p>