Module Specification

Game Development Evolution

Version: 2023-24, v2.0, 27 Feb 2023

Contents

Part 1: Information

Module title: Game Development Evolution

Module code: UFCFF5-30-1

Level: Level 4

For implementation from: 2023-24

UWE credit rating: 30

ECTS credit rating: 15

Faculty: Faculty of Environment & Technology

Department: FET Dept of Computer Sci & Creative Tech

Partner institutions: None

Delivery locations: Not in use for Modules

Field: Computer Science and Creative Technologies

Module type: Module

Pre-requisites: None

Excluded combinations: None

Co-requisites: None

Continuing professional development: No

Professional, statutory or regulatory body 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.

Features: Not applicable

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, middleware and dedicated game development environments.

Part 3: Teaching and learning methods

Teaching and learning methods: Lectures, presentations and demonstrations 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

Module Learning outcomes: On successful completion of this module students will achieve the following learning outcomes.

MO1 Assess implications of technology change on development process using appropriate industry standard technical documentation.

MO2 Present sound conceptual development ideas for small scale game projects

MO3 Research game licensing, localisation, IP ownership and asset management

MO4 Consider key issues of game development for console, online, PC & mobile titles.

Hours to be allocated: 300

Contact hours:

Independent study/self-guided study = 228 hours

Face-to-face learning = 72 hours

Total = 300

Reading list: The reading list for this module can be accessed at readinglists.uwe.ac.uk via the following link https://uwe.rl.talis.com/modules/ufcff5-30-1.html

Part 4: Assessment

Assessment strategy: Formative assessment will be undertaken regularly in studio/workshop sessions.

Summative assessment will take the form of a portfolio of between five and seven research and development tasks depending on industry trends. These will collate throughout the year, based upon the concepts developed in workshop sessions and in a final small scale group project.

As well as development work, portfolios will be required to show synthesis of

relevant technical, legal and professional issues in game development and/or the sector itself.

For practical development/design work the primary areas of consideration will vary greatly depending on the concepts being covered each year.

Assessment components:

Portfolio (First Sit)

Description: Development portfolio of between five and seven research and development tasks depending on industry trends. These will collate throughout the year, based upon the concepts developed in workshop sessions and in a final small scale group project.

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

Portfolio (Resit)

Description: Development portfolio

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Games Technology [Frenchay] BSc (Hons) 2023-24

Games Technology {Foundation} [Frenchay] BSc (Hons) 2022-23