MODULE SPECIFICATION

Part 1: Information			
Module Title	Multimedia and Games Design		
Module Code	UFCFLE-30-3	Level	Level 6
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:	Standard		
Pre-requisites	None		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	None		

Part 2: Description

Educational Aims: See learning outcomes

Outline Syllabus: The context of creative multimedia and games development, the market requirements and promotional opportunities.

The use and manipulation of multimedia files and formats for different applications; including video, audio and image files.

Evaluation and use of 3D Multimedia and CGI software design tools e.g. Autodesk, Maya and Blender etc

Game development engines and their development platforms e.g. Source and Unreal Engines

The issues relating to the production of multimedia and games applications e.g. optimization for different platforms, and hardware, limiting factors.

Underlying principles of animation and 3d depth perception.

Evolving output mediums and empowering hardware (3D output, real-time VR, Dynamic CGI)

Teaching and Learning Methods: Introductory lectures (30%) are supported by seminars (10%) and practical workshops and tutorials (60%). In addition this module will be supported by learning tools.

300 hours study time of which 108 hours will represent scheduled learning.

Independent learning includes hours engaged with essential reading, assignment preparation and completion. Student study time will be organised each week with a series of both essential and further readings. 55 hours of independent study time will be required for reading, research, preparation for assessment.

Part 3: Assessment

A range of assessment techniques will be employed to ensure that learners can meet the breadth of learning outcomes presented in this module alongside the ability to demonstrate transferable skills e.g. communication skills.

3D Multimedia/Games Critical Presentation: The presentation will also include a proposal for the project undertaken in Component B, taking into account; the prospective market and suitable promotional activities, a justification of the tools and proposed platform and a critical evaluation of the effectiveness of the platform based on knowledge of good practice and industry standard application.

3D Multimedia/Games Production: a 3D multimedia or game product must be designed, developed and tested using a suitable application. A range of techniques should be used to enhance and deliver the outcome to a professional standard and delivered in a range of formats suitable for different applications. Design and test documentation should be provided, as well as a critical examination of the role of copyright legislation, regulations and codes of practice within the multimedia and games development environment.

Opportunities for formative assessment exist for each of the assessments used. Verbal feedback will be given and all students will engage with personalised tutorials setting and targeting as part of the programme design.

First Sit Components	**Final Assessment**	**Element weighting**	**Description**
Practical Skills Assessment - Component B		60 %	3D Multimedia Production
Presentation - Component A	✓	40 %	Critical presentation of the multimedia product
Resit Components	**Final Assessment**	**Element weighting**	**Description**
Practical Skills Assessment - Component B		60 %	3D multimedia production
Presentation - Component A	✓	40 %	Critical presentation of the multimedia product

Part 4: Teaching and Learning Methods

Learning Outcomes

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

Module Learning Outcomes	Reference
Demonstrate a conceptual understanding of multimedia science and the output of digital media, including persistence of vision, 3D output echnology and underlying 3D and depth perception theory (Perspective Projection)	MO1
Critically appraise evolving applications of multimedia and games echnologies (e.g. virtual reality, augmented reality (AR), simulation etc.)	MO2
Discuss contemporary games development techniques e.g., Interactive computer generated imagery (CGI) and real-time 3D physics processing techniques and evolving hardware	MO3
Critically discuss the role of copyright legislation, regulations and codes of practice as well as ownership and royalty issues within the multimedia and games development environment	MO4
Plan, design, implement and evaluate both a 3D multimedia pplication/game using the tools and techniques prescribed in the learning outcomes	MO5

Contact Hours

Independent Study Hours:	
Independent study/self-guided study	192
Total Independent Study Hours:	192
Scheduled Learning and Teaching Hours:	
Face-to-face learning	108
Total Scheduled Learning and Teaching Hours:	108
Hours to be allocated	300
Allocated Hours	300

Reading List

The reading list for this module can be accessed via the following link:

https://uwe.rl.talis.com/index.html

Part 5: Contributes Towards

This module contributes towards the following programmes of study: