MODULE SPECIFICATION

Part 1: Information			
Module Title	Game Level Design		
Module Code	UFCF8M-15-2	Level	Level 5
For implementation from	2019-20		
UWE Credit Rating	15	ECTS Credit Rating	7.5
Faculty	Faculty of Environment & Technology	Field	Computer Science and Creative Technologies
Department	FET Dept of Computer Sci & Creative Tech		
Module type:	Standard		
Pre-requisites	Principles of 3D Environments 2019-20		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	None		

Part 2: Description

Overview: The games industry has increasingly made development software available to independent developers. As a result of having access to industrial standard level design software, the time it can take to create a fully realised video game has reduced. However, good design is at the heart of all successful games and being able to make conceptual ideas a reality is key to video game development.

Educational Aims: Level design involves creating levels of engagement through scripted events. The addition of non-player characters and sequenced events are now easier to include using in built in game engine tools. Level designers need a strong understanding of video game design principles as well as deep knowledge of the programs and tools utilised to create game levels and content.

Outline Syllabus: This module will explore the following skills:

Investigate the concepts of level design using an established game engine.
Examine the use of level design software for game content creation.
Work with scripting tools and languages to create interactive experiences.
Create scripted events that are triggered by gameplay.
Make practical use of third party packages to create a small-scale game to given client brief.

Teaching and Learning Methods: Teaching and learning methods:
Lectures covering level design concepts
Tutorial worksheets to support the learning of a new game engine components
Studio sessions for implementation of level designs

Part 3: Assessment

This module requires students to use a game engine and explore the tools available to create game levels. While lectures will provide foundations for practical tutorial sessions to explore taught content, the assessment will require students to work within the limitations of a given client brief to a professional standard, reflecting games industry practice.

The planning documentation should provide an overview of the level design, demonstrating an understanding of how the level is addressing the brief. The reflection should show a clear awareness of alternative approaches and justifications of methods chosen, and discuss optimisation of the level and scripts as appropriate.

The portfolio component will assess the student's ability to work with available tools used in the creation of a level, to deal with for example assets, instancing, movement, interaction, cameras, particle effects and AI, as appropriate to the given brief. It should also demonstrate an ability to create scripted sequences that allow increasingly complex in-game actions and scripted scenarios.

This module will provide some of the low level concepts that are desirable skills for a level designer. Tutors will be available throughout the module delivery to offer formative feedback, through the practical studio sessions.

It is expected that students will complete a significant portion of their assessed portfolio work within the studio environment, allowing this work to form the controlled component.

First Sit Components	**Final Assessment**	**Element weighting**	**Description**
Written Assignment - Component B		25 %	Planning documentation for level implementation
Portfolio - Component A	✓	75 %	Portfolio: practical level design and implementation
Resit Components	**Final Assessment**	**Element weighting**	**Description**
Written Assignment - Component B		25 %	Planning documentationfor level implementation
Portfolio - Component A	✓	75 %	Portfolio: practical level design and implementation

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
Select and utilise the features of a game engine via level design software to understand their role in the game development pipeline	MO1
Determine appropriate scripting techniques and understand how they fit in the production of game to a given client brief	MO2
Employ professional engine tools to test functional prototypes of game levels that are consistent with predetermined rules and mechanics	MO3
Work with available tools used in the creation of a level to deal with assets, instancing, movement, interaction, cameras, particles affects, AI etc.	MO4
Design of goals, challenges and rewards to fit with given genre and audience	MO5

Contact Hours

Independent Study Hours:	
Independent study/self-guided study	114
Total Independent Study Hours:	114
Scheduled Learning and Teaching Hours:	
Face-to-face learning	36
Total Scheduled Learning and Teaching Hours:	36
Hours to be allocated	150
Allocated Hours	150

Reading List

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

https://uwe.rl.talis.com/modules/ufcf8m-15-2.html

Part 5: Contributes Towards

This module contributes towards the following programmes of study:

Games Technology [Sep][SW][Frenchay][4yrs] BSc (Hons) 2018-19

Games Technology [Sep][FT][Frenchay][3yrs] BSc (Hons) 2018-19