



## **Module Specification**

### Understanding Games Development

Version: 2023-24, v2.0, 25 Jan 2023

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## Part 1: Information

**Module title:** Understanding Games Development

**Module code:** UPCNEW-30-1

**Level:** Level 4

**For implementation from:** 2023-24

**UWE credit rating:** 30

**ECTS credit rating:** 15

**Faculty:** Faculty of Arts Creative Industries & Education

**Department:** ACE Dept of Creative & Cultural Industries

**Partner institutions:** University Centre Weston

**Delivery locations:** Not in use for Modules

**Field:** Cultural Studies

**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:** Not applicable

**Features:** Module Entry requirements: Not offered as a standalone. Programme entry requirements apply.

**Educational aims:** See learning outcomes.

**Outline syllabus:** Within this module students will be introduced to the skills, software and techniques that are used within Games Production environments.

There is a focus on developing theoretical understanding of 'fun' as well as how to apply this within real world settings such as games worlds, and mechanic development.

Production elements of the module allows students to experience working pipeline processes and gives a deeper understanding of game delivery within the scope of professional portfolio projects.

This knowledge provides a strong insight into various other disciplines within games development production.

### **Part 3: Teaching and learning methods**

**Teaching and learning methods:** See assessment strategy.

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

**MO1** Produce an identifiable games design artefact

**MO2** Apply games design theory

**MO3** Apply an understanding of the games development pipeline, restrictions and techniques

**MO4** Reflect upon personal practice

**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](https://uwe.rl.talis.com/index.html) via the following link <https://uwe.rl.talis.com/index.html>

## **Part 4: Assessment**

**Assessment strategy:** Assessment criteria on this module are aligned to the Intended Learning Outcomes. There will be both formative and summative assessment throughout. This reflects an 'assessment for learning' approach which is integral to the Learning and Teaching Strategies of UWE, Bristol and University Centre Weston (UCW).

Assessment takes an inclusive approach to meet the diverse needs of students and ensures that academic standards are maintained.

Assessment approaches and contexts provide the controlled conditions to ensure fair practice.

This module introduces students to the video games production environment. To this end students will be expected to deliver a video games product demonstrating a strong grasp of video games design and 'fun' principles and methodology.

### Assessment tasks

Task 1 - Requires students to plan and outline their ideas within a pre-production games design documentation. They must demonstrate an understanding of conceptual design theory within their designs.

Task 2 - Provides students with an opportunity to develop their design into a finished artefact demonstrating their knowledge and skills within a games production environment. The artefact produced ensures students are exposed to product delivery early within the course hierarchy ensuring a strong foundation within their first year.

Task 3 – Students are required to demonstrate an understanding of analysis alongside the ability to critique produced work and own practice. They will be expected to reflect upon strengths and areas for improvement and demonstrate an understanding of methodology used throughout the module.

This module is 100% coursework.

**Assessment components:**

**Set Exercise (First Sit)**

Description: Pre-production Portfolio

Weighting: 25 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1

**Project (First Sit)**

Description: Game Artefact

Weighting: 50 %

Final assessment: No

Group work: No

Learning outcomes tested: MO2, MO3

**Written Assignment (First Sit)**

Description: Critical Review (1000 words)

Weighting: 25 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO4

**Set Exercise (Resit)**

Description: Pre-production Portfolio

Weighting: 25 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1

**Project (Resit)**

Description: Game Artefact

Weighting: 50 %

Final assessment: No

Group work: No

Learning outcomes tested: MO2, MO3

**Written Assignment (Resit)**

Description: Critical Review (1000 words)

Weighting: 25 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO4

**Part 5: Contributes towards**

This module contributes towards the following programmes of study:

Games and Animation Production [UCW] BA (Hons) 2023-24

Games and Animation Production [UCW] BA (Hons) 2022-23