



## MODULE SPECIFICATION

Part 1: Information			
Module Title	Understanding Games Development		
Module Code	UPCNEW-30-1	Level	1
For implementation from	September 2019		
UWE Credit Rating	30	ECTS Credit Rating	15
Faculty	Faculty of Arts, Creative Industries and Education	Field	Cultural Industries
Department	Arts and Cultural Industries		
Contributes towards	BA (Hons) Games and Animation Production		
Module type:	Project		
Pre-requisites	None		
Excluded Combinations	N/A		
Co- requisites	None		
Module Entry requirements	Not offered as a standalone. Programme entry requirements apply		

Part 2: Description
<p>Within this module students will be introduced to the skills, software and techniques that are used within Games Production environments.</p> <p>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.</p> <p>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.</p> <p>This knowledge provides a strong insight into various other disciplines within games development production.</p>
Part 3: Assessment
<p>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 <b>for</b> learning' approach which is integral to the Learning and Teaching Strategies of UWE, Bristol and University Centre Weston (UCW).</p>

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.




### Component A

**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.

Identify final timetabled piece of assessment (component and element)	<b>Comp A Element 3</b>	
% weighting between components A and B (Standard modules only)	<b>A:</b>	<b>B:</b>
	<b>100</b>	
<b>First Sit</b>		
<b>Component A</b> (controlled conditions) <b>Description of each element</b>	<b>Element weighting</b>	
1. Pre-production Portfolio	25	
2. Game Artefact	50	
3. Critical Review (1000 words)	25	
<b>Component B</b> <b>Description of each element</b>	<b>Element weighting</b>	
N/A		
<b>Resit (further attendance at taught classes is not required)</b>		
<b>Component A</b> (controlled conditions) <b>Description of each element</b>	<b>Element weighting</b>	
1. Pre-production Portfolio	25	
2. Game Artefact	50	
3. Critical Review (1000 words)	25	
<b>Component B</b> <b>Description of each element</b>	<b>Element weighting</b>	
N/A		
<b>Part 4: Teaching and Learning Methods</b>		

Learning Outcomes	<p>On successful completion of this module students will be able to:</p> <ul style="list-style-type: none"> <li>• Produce an identifiable games design artefact. (A1)</li> <li>• Apply games design theory. (A2)</li> <li>• Apply an understanding of the games development pipeline, restrictions and techniques. (A2)</li> <li>• Reflect upon personal practice. (A3)</li> </ul>																																								
<p>Key Information Sets Information (KIS)</p> <p>Contact Hours</p>	<table border="1" data-bbox="539 539 1437 898"> <thead> <tr> <th>Hours to be allocated</th> <th>Scheduled learning and teaching study hours</th> <th>Independent study hours</th> <th>Placement study hours</th> <th>Allocated Hours</th> <th></th> </tr> </thead> <tbody> <tr> <td>300</td> <td>72</td> <td>228</td> <td>0</td> <td>300</td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table> <p>The table below indicates as a percentage the total assessment of the module which constitutes a;</p> <p><b>Written Exam:</b> Unseen or open-book written exam  <b>Coursework:</b> Written assignment or essay, report, dissertation, portfolio, project or in class test  <b>Practical Exam:</b> Oral Assessment and/or presentation, practical skills assessment, practical exam (i.e. an exam determining mastery of a technique)</p> <table border="1" data-bbox="655 1330 1329 1563"> <thead> <tr> <th colspan="2">Total assessment of the module:</th> </tr> </thead> <tbody> <tr> <td>Written exam assessment percentage</td> <td>0%</td> </tr> <tr> <td>Coursework assessment percentage</td> <td>50%</td> </tr> <tr> <td>Practical exam assessment percentage</td> <td>50%</td> </tr> <tr> <td></td> <td>100%</td> </tr> </tbody> </table>	Hours to be allocated	Scheduled learning and teaching study hours	Independent study hours	Placement study hours	Allocated Hours		300	72	228	0	300																				Total assessment of the module:		Written exam assessment percentage	0%	Coursework assessment percentage	50%	Practical exam assessment percentage	50%		100%
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Reading List	<p><b>UCW HE Reading Strategy Statement</b></p> <p>Degree level students are expected to engage in and explore subjects beyond taught lectures. Reading lists compiled by programme leaders identify the <b>core</b> reading material which is essential, and any recommended <b>further</b> reading required for assignments. Journal titles and websites may also be given. Reading lists are reviewed and updated annually to ensure currency, relevancy and to reflect research developments.</p> <p>LibraryPlus will aim to provide a copy of every text on a reading list. Where eBooks are available, these will be purchased in the first instance to enable multiple, remote access at all times. Databases for eJournals and reports are provided. Guidance on accessing eResources is given to all first year students through the HE.LP programme. Further support is available within LibraryPlus and on the LibraryPlus Portal on Moodle. Printed copies of books, journals and DVDs are available for loan or reference in the LibraryPlus facilities and can be located through the Library catalogue. Students are expected to</p>																																								

independently use, explore and familiarise themselves with electronic and printed formats. Programme Leaders and lecturers will inform students of any essential resources or texts that they are expected to purchase themselves.

Students registered and staff teaching on this UWE programme are entitled to library membership at their partner facilities, however, access to eResources may be restricted by licencing agreements, and individuals must be responsible for finding, collecting and returning physical resources themselves. Guidance on the services, resources and facilities available is given on partner library websites.

BSc Games and Animation Production benefits from a constantly updated reading list can be found [here](#)

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First CAP Approval Date	July 2019			
Revision CAP Approval Date		Version	1	<a href="#">Link to profile</a>