



Module Specification

Commercial Games Development

Version: 2026-27, v4.0, Approved

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Part 1: Information

Module title: Commercial Games Development

Module code: UFCE3F-45-3

Level: Level 6

For implementation from: 2026-27

UWE credit rating: 45

ECTS credit rating: 22.5

College: College of Arts, Technology and Environment

School: CATE School of Computing and Creative Technologies

Partner institutions: None

Field: Computer Science and Creative Technologies

Module type: Module

Pre-requisites: Game Engine Programming 2026-27, Gameplay Programming 2026-27

Excluded combinations: None

Co-requisites: None

Continuing professional development: No

Professional, statutory or regulatory body requirements: None

Part 2: Description

Overview: This module provides a platform for students to engage with a challenging, viable product brief, not only requiring development of a commercial entertainment product, but also the successful navigation of a range of social, ethical and commercial issues associated with a game development project.

Pre-Requisites:

To take this module students must have achieved either UFCF9M-30-2 Game Engine Programming or UFCF7M-30-2 Gameplay Programming as a pre-requisite to this module.

Features: Not applicable

Educational aims: This module aims to mimic the requirements of working in a typical game development environment, treating the whole cohort as a single studio, working on a number of smaller group projects. In doing so the module aims to support students transitions into industry where they will be working with others on diverse projects with multiple inputs.

Software technology used in the games industry is increasingly complex, with competing, even conflicting requirements. Balancing sound software development practices with coherent and engaging game design, along with consumers expectations for increasing standards of presentation and performance is the goal.

Upon graduating, students will be expected to be able to respond to these trends and to be able to function effectively in a rapidly moving field. They will further be required to provide suitable solutions to development problems as they occur in a professional setting while maintaining awareness of relevant legal, social and ethical practice in line with the industry standards.

Outline syllabus: This module provides a platform for students to engage with a challenging, viable product brief, not only requiring development of a commercial entertainment product, but also the successful navigation of a range of social, ethical and commercial issues whilst working in a professional setting.

Core module content includes (but is not limited to):

Input and display devices

Platform hardware and associated SDK use

Camera control, collision detection, AI or procedural generation

Integration of graphic resources, animation, effects and shaders

Environmental and FX audio, music and event driven effects

Marketing, management, social media, funding and ethics

Deployment testing, profiling and optimisation techniques

File formats, game persistence, build engineering and source control
Licensing, copyright, royalty rate and distribution

This list is not exhaustive and will be dictated by the projects undertaken each year as the technologies used evolve, consumers' expectations change and students' interests move forward.

Part 3: Teaching and learning methods

Teaching and learning methods: Taught material specific to key technical challenges and conceptual topics will be presented through lectures and bespoke group meetings, presentations and studio-based seminars, with conceptual content towards the start and technical content throughout.

Support will be provided throughout the module through practical studio sessions, with teaching staff overseeing development. Students are expected to communicate with staff throughout the project.

Typically, for a given target platform students will be required to work in groups and will be presented with a brief and concept at the start of the year. Next they will formulate a pitch and implement a prototype of the game, to progress through key game development stages.

The whole group will be involved in the development of the game scenario and any associated gameplay mechanics. The whole group will also contribute to the presentations on the work at each stage of development and the final marketing of the game they create.

When presenting their final game, students will need to reflect on their own input into the project of the final results, commenting on what they contributed and potential future developments.

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

MO1 Identify, demonstrate and execute industry appropriate production and development practice using selected tools and/or deployment platforms.

MO2 Design, implement and deploy polished, performant and accessible, commercially viable software, managing the transition from key development stages, making appropriate use of industry tools and practice.

MO3 Demonstrate in-depth understanding of core legal, social, and ethical issues whilst complying with relevant issues of ownership, quality and licensing for commercially viable software in professional game development practice.

MO4 Present and demonstrate the enterprise skillset for a final product, addressing implementation strategy, development practice or technical hurdles, whilst discussing the role and significance of key components.

Hours to be allocated: 450

Contact hours:

Independent study/self-guided study = 330 hours

Staff-guided learning = 120 hours

Reading list: The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://uwe.rl.talis.com/modules/ufcfm4-30-3.html) via the following link <https://uwe.rl.talis.com/modules/ufcfm4-30-3.html>

Part 4: Assessment

Assessment strategy: Formative feedback is offered throughout the module, in studio, play-testing and regular presentation sessions. Staff are also on hand to support individuals and groups weekly, discussing progress and providing progression feedback.

Summative assessment:

The final portfolio task deliverables include a platform specific 'vertical slice' build,

accompanied by appropriate supporting industry standard documentation presented as a group with each student explaining their individual contribution.

Individually the portfolio will require students to produce lightweight documentation detailing their contributions and covering agreed ownership, licensing legal and regulatory awareness, as well as any social and ethical considerations.

The final group presentation offers students the opportunity to pitch their final commercial game to publishers and peers. They will also be assessed on how well they explain their development decisions and the alternative approaches that could have been taken.

Individually the presentation will ask students to produce a video presenting a key technical aspect of the group project they were responsible for, presenting examples from their work and discussing what it contributed to the final game.

Resit assessment will match the first sit and deliverable(s) will be scaled appropriately to group size and task complexity.

Assessment tasks:

Portfolio (First Sit)

Description: Group work to create indie game studio, individual lightweight documentation.

Weighting: 70 %

Final assessment: No

Group work: Yes

Learning outcomes tested: MO1, MO2, MO3

Presentation (First Sit)

Description: Presentation (Group) 10 minutes and Presentation (Individual) 5 minutes

Weighting: 30 %

Final assessment: Yes

Group work: Yes

Learning outcomes tested: MO4

Portfolio (Resit)

Description: Group work to create indie game studio, individual lightweight documentation.

Weighting: 70 %

Final assessment: No

Group work: Yes

Learning outcomes tested: MO1, MO2, MO3

Presentation (Resit)

Description: Presentation (Group) 10 minutes and Presentation (Individual) 5 minutes

Weighting: 30 %

Final assessment: Yes

Group work: Yes

Learning outcomes tested: MO4

Part 5: Contributes towards

This module contributes towards the following programmes of study:

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

Games Technology [Frenchay] BSc (Hons) 2024-25