



Module Specification

Gameplay Programming

Version: 2027-28, v3.0, Approved

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Part 1: Information

Module title: Gameplay Programming

Module code: UFCF7M-30-2

Level: Level 5

For implementation from: 2027-28

UWE credit rating: 30

ECTS credit rating: 15

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: None

Excluded combinations: None

Co-requisites: None

Continuing professional development: No

Professional, statutory or regulatory body requirements: None

Part 2: Description

Overview: This module introduces students to the roles of gameplay programmer and level designer, and the skills required to successfully perform these.

The role of a gameplay programmer is to write and control the code which directly creates the user's game experience. Level designers create interesting and engaging environments for game's mechanics to play out in.

Both roles demand a strong understanding of video game design principles, as well as significant technical, software engineering and game design skills to create game features and to direct a player's interaction with game features.

Features: Not applicable

Educational aims: This module will develop students to confidently build game features, mechanics, entities and systems. It also educates students on how to successfully design environments in which to utilise game mechanics and encourage good player interaction and experiences.

Outline syllabus: Topics are likely to include but are not limited to:

Studying, analysing and implementing theoretical gameplay and level design principles, through the use of studying existing games.

Studying existing techniques, approaches, solutions and current industry trends.

Iterative design and implementation of game mechanics and level design theory.

Using an established game engine, scripting tools and languages to develop gameplay features and level designs to create engaging interactive experiences, including scripted events that are triggered by gameplay.

Part 3: Teaching and learning methods

Teaching and learning methods: The syllabus will be explored through a combination of lectures and studio sessions. Students will also be expected to learn independently and carry out directed study and/or reading outside of taught classes.

The lecture sessions will cover gameplay programming and level design theories and frameworks.

The studio sessions will be for students to develop gameplay features, design levels

and learn new technologies, with the support and supervision of module staff in the sessions.

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

MO1 Iteratively develop a variety of gameplay mechanics.

MO2 Design goals, challenges and rewards to fit with a given brief.

MO3 Iteratively develop a blockout level of a game designed around a given brief.

MO4 Examine and assess established gameplay mechanics and level design techniques from existing games and theory.

Hours to be allocated: 300

Contact hours:

Independent study/self-guided study = 228 hours

Face-to-face learning = 72 hours

Reading list: The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://uwe.rl.talis.com/modules/ufcf7m-30-2.html) via the following link <https://uwe.rl.talis.com/modules/ufcf7m-30-2.html>

Part 4: Assessment

Assessment strategy: Assessment is split into two parts: a project and report.

Project: Students will implement a variety of individual gameplay features using a selected engine/framework. Students will be required to create a playable level or demo integrating multiple gameplay features. The project will require the use of the taught theory, as well as creative innovation and technical implementation.

Formative feedback will be offered during the module through the practical studio sessions.

Report: Students are required to provide a report, including descriptions and justifications of gameplay features and level design, as well as reflective content based both on taught theory and research into established games.

Resit strategy is the same as for first sit.

Assessment tasks:

Report (First Sit)

Description: Gameplay feature report (2000 words)

Weighting: 25 %

Final assessment: No

Group work: No

Learning outcomes tested: MO4

Project (First Sit)

Description: Gameplay features project work

Weighting: 75 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3

Report (Resit)

Description: Gameplay feature report (2000 words)

Weighting: 25 %

Final assessment: No

Group work: No

Learning outcomes tested: MO4

Project (Resit)

Description: Gameplay features project work

Weighting: 75 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Games Technology {Foundation} [Frenchay] BSc (Hons) 2025-26

Games Technology [Frenchay] BSc (Hons) 2026-27

Games Technology [Frenchay] BSc (Hons) 2026-27

Games Technology {Foundation} [Frenchay] BSc (Hons) 2025-26