MODULE SPECIFICATION

Part 1: Information			
Module Title	Video Games and Digital Culture		
Module Code	UPCAGW-30-3	Level	3
For implementation from	September 2019		
UWE Credit Rating	30	ECTS Credit Rating	15
Faculty	ACE	Field	Cultural Industries
Department	DACI		
Contributes towards	BA (Hons) Media Culture and Communication (optional); BA (Hons) Media and Cultural Production (optional); BA (Hons) Creative Media Design (optional) BA (Hons) Media Culture and Communication with FY (optional); BA (Hons) Media and Cultural Production With FY (optional); BA (Hons) Creative Media Design (optional) with FY		
Module type:	Project		
Pre-requisites	None		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	N/A		

Part 2: Description
This module takes videogames and videogame play as its focus, but will encourage students to make connections with other computer-based simulational media forms and with other types of games and play. Through workshops, seminars and lectures, students will analyse games as screen media, as software, and as lived playful experience, exploring their own game cultures and those of others.
Over the past four decades computer and video games have challenged cinema and television for the attention, and money, of screen audiences. They draw on cinema and TV for their dramas, characters and storyworlds, but they are also a significantly different form of popular screen media with other origins and influences from the development of the digital computer, networked communications, and histories of gaming from board and wargaming to doll house play. As computer software they generate virtual, interactive worlds, simulations central to the reshaping of the experience of time and space in digital culture. As games they transform screen media spectatorship into play and participation, constituting a central element of online media culture and sociality. In turn they have influenced the structures and imaginary of cinema and resonate with playful television genres such as reality TV and gameshows.

Part 3: Assessment

Criteria	Relates to learning outcomes	Source of evidence
Engagement with relevant concepts and debates	1, 3, 4, 5	A1, A2
Relevant and focussed investigation using relevant academic sources	1, 2, 3, 4, 5	A1, A2

Relevant audio-visual research	4, 5	A1, A2
Structure, clarity and presentation	4, 5	A1, A2

Plagiarism to be monitored via online submission resources for A2 and in class moderation for A1.

A2 to include formative element (20%) for development of project proposal.

A1 and A2 to offer media practice-based design and delivery options in accordance with relevant Degree programmes' learning outcomes and teaching and learning strategies.

Identify final timetabled piece of assessment (component and element)	**Component A2**	
	A:	**B:**
% weighting between components A and B (Standard modules only)	**100%**	

First Sit	
Component A (controlled conditions) **Description of each element**	**Element weighting** **(as % of component)**
1. Seminar workshop activity in class (15 minute) with documentation	30%
2. Individual research project with documentation (5,000 words or equivalent)	70%
Component B **Description of each element**	**Element weighting** **(as % of component)**
N/A	

Resit (further attendance at taught classes is not required)	
Component A (controlled conditions) **Description of each element**	**Element weighting** **(as % of component)**
1. Examination (1.5 hrs)	30%
2. Individual research project (5000 words or equivalent)	70%
Component B **Description of each element**	**Element weighting** **(as % of component)**
N/A	

Part 4: Teaching and Learning Methods	
Learning Outcomes	On successful completion of this module students will be able to: 1. Articulate a critical understanding of the significance of play and games within contemporary digital culture (A1, A2) 2. Adapt and deploy appropriately various methods including media ethnographic, practice-based, contextualisation and textual analysis methods for the study of play events and game objects (A1) 3. Contextualise the impact of digital games and simulation technologies on popular culture, everyday life and the moving image within a theoretical framework examining the relationship between technologies and cultural forms (A1, A2) 4. Develop and present ideas and arguments relating to the module through group or individual work (A1) 5. Develop, research and complete an independent research project on a suitable topic (A2)

Key Information Sets Information (KIS)	**Key Information Set - Module data**					
	Number of credits for this module				30	
	Hours to be allocated	Scheduled learning and teaching study hours	Independent study hours	Placement study hours	Allocated Hours	
	300	72	228	0	300	✅

Contact Hours

The table below indicates as a percentage the total assessment of the module which constitutes a;

Written Exam: Unseen or open book written exam
Coursework: Written assignment or essay, report, dissertation, portfolio, project or in class test
Practical Exam: Oral Assessment and/or presentation, practical skills assessment, practical exam (i.e. an exam determining mastery of a technique)

Total assessment of the module:

Written exam assessment percentage	0%
Coursework assessment percentage	70%
Practical exam assessment percentage	30%
	100%

Total Assessment

Reading List	*Please create a reading list on http://readinglists.uwe.ac.uk, and include a link to your list in this section.*

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First CAP Approval Date	September 2010 through Faculty approval			
Revision CAP Approval Date	21 March 2017	Version	3	Link to MIA 10639