



## **Module Specification**

### **Commercial Games Development**

Version: 2023-24, v3.0, 17 Mar 2023

#### **Contents**

<b>Module Specification .....</b>	<b>1</b>
<b>Part 1: Information .....</b>	<b>2</b>
<b>Part 2: Description .....</b>	<b>2</b>
<b>Part 3: Teaching and learning methods .....</b>	<b>4</b>
<b>Part 4: Assessment.....</b>	<b>5</b>
<b>Part 5: Contributes towards .....</b>	<b>7</b>

## Part 1: Information

**Module title:** Commercial Games Development

**Module code:** UFCFM4-30-3

**Level:** Level 6

**For implementation from:** 2023-24

**UWE credit rating:** 30

**ECTS credit rating:** 15

**Faculty:** Faculty of Environment & Technology

**Department:** FET Dept of Computer Sci & Creative Tech

**Partner institutions:** None

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

**Field:** Computer Science and Creative Technologies

**Module type:** Module

**Pre-requisites:** Game Engine Programming 2022-23, Gameplay Programming 2022-23, More Games in C++ 2022-23

**Excluded combinations:** None

**Co-requisites:** None

**Continuing professional development:** No

**Professional, statutory or regulatory body requirements:** None

## Part 2: Description

**Overview:** Pre-requisites: students must take UFCFXG-30-2 More Games in C++ PLUS one out of UFCF7M-30-2 Gameplay Programming or UFCF9M-30-2 Game Engine Programming

**Features:** Not applicable

**Educational aims:** 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 with consumers expecting increasing standards of presentation and performance.

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 IGDA code of ethics.

**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.

Further to this, core module content includes:

Input and display devices

Platform hardware and associated SDK use

Camera control, collision detection, AI or procedurality

Integration of graphic resources, animation, effects and shaders

Audio processing, environmental audio, music and event driven effects

Network protocols, multiplayer technology, gameplay and mechanics

Monetisation, marketing, management, social media, funding and ethics

Deployment testing, profiling and optimisation techniques

File formats, game persistence, build engineering

Licensing, copyright, royalty rate and distribution

### **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 delivered by expert staff or industry professionals, with conceptual content towards the start and technical content throughout.

Support will be provided throughout the module through practical studio sessions, with a dedicated team of teaching staff taking on industry roles and overseeing development.

Typically, for a given target platform students will be required to work in groups, and will be presented with brief and concept at the start of the year, towards which they must formulate a pitch. Once green-lit they must design and implement a prototype of a game which, if successful, will be allowed to progress on through alpha towards beta and the final stages.

The whole group will be involved in the technical 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.

**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 final product, addressing technical questions regarding implementation strategy, development practice or technical hurdles and be able to discuss the role and significance of key components

**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/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 assessment:

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 of deliverables includes a platform specific 'vertical slice' build, accompanied by appropriate supporting industry standard documentation. The portfolio also contains a personal development report for each team member, compiled throughout the module as well as a final co-authored post-mortem, critically evaluating process and progress within the project team.

The final presentation / viva offers students the opportunity to highlight key technical aspects of their contribution to the finished product and to explain how they have considered legal, social, ethical and commercial issues in the run up to readying the product for market. They will also be assessed on how well they explain their development decisions and the alternative approaches that could have been taken.

**Assessment components:****Portfolio (First Sit)**

Description: Portfolio

Weighting: 70 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO3

**Presentation (First Sit)**

Description: Presentation (30 minutes)

Weighting: 30 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO4

**Portfolio (Resit)**

Description: Portfolio

Weighting: 70 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO3

**Presentation (Resit)**

Description: Presentation (30 minutes)

Weighting: 30 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO4

## **Part 5: Contributes towards**

This module contributes towards the following programmes of study:

Games Technology [Sep][SW][Frenchay][4yrs] BSc (Hons) 2020-21

Games Technology {Foundation} [Sep][SW][Frenchay][5yrs] BSc (Hons) 2019-20

Digital Media [SHAPE] BSc (Hons) 2023-24

Digital Media [SHAPE] BSc (Hons) 2023-24

Digital Media [Sep][FT][Frenchay][3yrs] BSc (Hons) 2021-22

Digital Media {Foundation}[Sep][FT][Frenchay][4yrs] BSc (Hons) 2020-21

Digital Media [Sep][SW][Frenchay][4yrs] BSc (Hons) 2020-21

Digital Media {Foundation}[Sep][SW][Frenchay][5yrs] BSc (Hons) 2019-20