LIVERPOOL JOHN MOORES UNIVERSITY

Introduction to Video Game Studies

Module Information

2022.01, Approved

Summary Information

Module Code	4225COMP
Formal Module Title	Introduction to Video Game Studies
Owning School	Computer Science and Mathematics
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 4
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
Computer Science and Mathematics

Learning Methods

Learning Method Type	Hours
Workshop	44

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-CTY	CTY	September	12 Weeks

Aims and Outcomes

Aims	- To introduce a range of key concepts central to developing an understanding of video games and the history of their theorisation.- To introduce the Level editing tools of a Modern Game Engine and allowing students to realise a Level design as a full 3D Scene.- To introduce the different methods of incorporating game elements into a game's virtual world such as Level blockouts and Meshing passes.- To introduce atmosphere and perspective in virtual worlds using an avatar-centric model, allowing students to construction a level around a Ludic design concept using Lighting and Atmospheric passes.

After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Analyse computer game design practice, technologies and theories.
MLO2	2	Evaluate the fundamentals of computer games design practice and technologies.
MLO3	3	Evaluate and select appropriate Level Design and Level Composition techniques for designing a virtual game world for a particular genre of game.
MLO4	4	Compose a 3D scene with appropriate spatial layout schemes, geometry selection and atmospheric lighting to construct a believable, immersive game world for a playthrough in an industry-standard game engine.

Module Content

Outline Syllabus	Game Studies: - Introduction to Game Studies (Ludology) - Video Games History- Play & Games in History- Game Studies- Game Cultures- Game Evaluation Framework- Game Worlds & Fiction- 3D & Simulation in Games- Diegesis and Diegetic Interfaces- Expanded Games (Experimental & Indie Development)- Serious GamesLevel Design Concepts: - Level Design and Use of 3D Assets:- Digital Game Content Creation Pipeline- Content Importing/Exporting and Asset Management- 3D Virtual Scene Composition: Asset planning, Reusing assets, Level of Detail (LoD).- Indoor and Outdoor Scene Construction- 3D Cameras and Cinematographic Concepts and the Relationship with the Player/Avatar- Scene Organization, Hierarchies and Relationships between different game objects. - Dynamic Spawning of Objects into a Scene. - Compositing Scenes and Layering – Level Design Passes.
Module Overview	This module is intended to introduce students to a range of key concepts central to developing an understanding of video games and the history of their theorisation.
Additional Information	This module is intended to introduce a range of key concepts central to developing an understanding of video games and the history of their theorisation. Exploring influential video game examples and relevant theoretical and critical writings, students will analyse the cultural and artistic contexts in which the medium has been theorised, produced and played. Students will also become familiar with the technological developments and conceptual transformations, before and after the so called digital shift, establishing a firm understanding of the technical and intellectual changes that have influenced the development of the video game as a medium.Practical Work will focus on leveraging these design concepts inside a modern games engine, with a focus on applying these concepts to the design and construction of a level using the Levels and Actor/Components of a modern engine.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Artefacts	Artefact	60	0	MLO3, MLO4
Report	Report	40	0	MLO1, MLO2

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Silvester Czanner	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings