Liverpool John Moores University

Title:	GAME STUDIES
Status:	Definitive
Code:	**4504GA** (116699)
Version Start Date:	01-08-2011

Owning School/Faculty:	Liverpool School of Art & Design
Teaching School/Faculty:	St Helens College

Team	emplid	Leader
Carole Potter		Y

Academic Level:	FHEQ4	**Credit Value:**	24.00	**Total Delivered Hours:**	96.00
Total Learning Hours:	240	**Private Study:**	144		

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	30.000
Off Site	9.000
Seminar	12.000
Tutorial	18.000
Workshop	27.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Reflection	AS1	Research Diary (2000 words)	70.0	
Presentation	AS2	Presentation/Interview	30.0	

Aims

1. Introduce and develop a range of study and key transferable skills.
2. Establish an understanding of the contextual issues that inform the computer game industry.
3. Encourage self evaluation through the instigation of a Personal Development Plan.

4. Develop confidence and organisational skills when approaching the industry.

Learning Outcomes

After completing the module the student should be able to:

1   Develop understanding using a range of reference source material.
2   Identify and be aware of team roles and team work.
3   Present conclusions in an appropriate manner.
4   Present knowledge and understanding of personal skills.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

| Reserach Diary (2000 words) | 1 | 2 | 3 |
| Presentation/Interview | 2 | 3 | 4 |

Outline Syllabus

This module will give you the opportunity to familiarise your self with the games and related industries. It will encourage confident use of electronic communications to expand personal experience and also communicate with a wider audience. Throughout this module, you will gain an understanding of and practice using a range of reference sources enabling you to present conclusions orally and in a written format. Through debate and discussion, this module will develop working with others. You will present the appropriate gained knowledge from this module in the form of a mock interview.

Learning Activities

This module will include lectures, tutorials, seminars, workshops and group discussions.

References

Course Material	Book
Author	Cottrell, S.
Publishing Year	2008
Title	The Study Skills Handbook
Subtitle	
Edition	
Publisher	Palgrave Macmillan
ISBN	10:0230573053

Course Material	Book
Author	Inc Facts on File
Publishing Year	2005
Title	Computer and Video Game Design
Subtitle	Ferguson's Careers in Focus
Edition	
Publisher	
ISBN	10:081605850

Course Material	Book
Author	Adams, E.
Publishing Year	2009
Title	Fundamentals of Game Design
Subtitle	
Edition	
Publisher	New Riders Games
ISBN	10:0321643372

Course Material	Book
Author	King, L.
Publishing Year	2002
Title	Game on
Subtitle	The History and Culture of Videogames
Edition	
Publisher	Laurence King Publishing
ISBN	10:185669304X

Course Material	Book
Author	Kent, L.
Publishing Year	2002
Title	The Ultimate History of Video Games
Subtitle	
Edition	
Publisher	Prima Life
ISBN	10:0761536434

Notes

You will gain an understanding of and practice using a range of reference sources enabling you to present conclusions orally and in a written format.