Liverpool John Moores University

Title: ADVANCED LEVEL CREATION
Status: Definitive
Code: **5501GA** (116701)
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:	FHEQ5	**Credit Value:**	36.00	**Total Delivered Hours:**	78.00
Total Learning Hours:	360	**Private Study:**	282		

Delivery Options
Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	15.000
Practical	45.000
Tutorial	9.000
Workshop	9.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Preproduction level design document	20.0	
Portfolio	AS2	Project and Development Portfolio	60.0	
Presentation	AS3	Oral and visual presentation (1000 words)	20.0	

Aims

1. Formulate a detailed pre production document for a large creative project.
2. Create sophisticated content that adds atmosphere to a virtual environment
3. Sustain an independent contribution and collaborate effectively in a team.

4. Orally and visually evaluate the principles of the preproduction and production process.

Learning Outcomes

After completing the module the student should be able to:

1   Explore personal concepts using preproduction techniques.
2   Examine original architectural features in the production of detailed models
3   Identify independent strategies for working in a team towards a group outcome.
4   Appraise art work production strategies.

Learning Outcomes of Assessments

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

Preproduction level design doc	1	2
Portfolio	2	3
Oral and Visual	3	4

Outline Syllabus

Simulating the process of working in a Games Studio this module encourages you to contribute as a team to create level. The team will be art managed to a set brief. Researching, conceptualising and producing as a team a sophisticated larger scale modular play-able level. In preparation for the build an individual preproduction level design document will be researched, designed, visualized and a justification presented formalising the decision-making process. Using complex assets created within the 3D software and supporting software will be implemented into the game engine creating an original and innovative playable end product.
The Student will finish by eloquently presenting an evaluation of the final product in relation to the level design document.

Learning Activities

A short series of lectures and demonstrations will explain the methodology and procedure towards learning the digital and creative process needed to complete this task. Workshop sessions will develop your knowledge and skills and tutorials will help inculcate new methodologies and concepts into your practice.

References

Course Material	Book
Author	Busby, J., Parrish, Z, and Wilson, J.
Publishing Year	2009
Title	Advanced Level Design with Unreal Technology
Subtitle	Using Unreal Engine 3: Vols 1 - 3
Edition	
Publisher	Mastering Unreal Technology
ISBN	

Course Material	Book
Author	Ahearn, L.
Publishing Year	2008
Title	3D Game Environments
Subtitle	Create Professional 3D Game Worlds
Edition	
Publisher	
ISBN	

Course Material	Book
Author	Novak, J
Publishing Year	2008
Title	Game Development Essentials
Subtitle	An introduction
Edition	2nd Ed
Publisher	Delmar Publishing
ISBN	

Notes

Working as part of a team you will design and build part of a modular level.