

Liverpool John Moores University

Title: GAME CULTURE
Status: Definitive
Code: **5503GA** (116703)
Version Start Date: 01-08-2011

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

Team	Leader
Carole Potter	Y

Academic Level: FHEQ5
Credit Value: 24.00
Total Delivered Hours: 60.00
Total Learning Hours: 240
Private Study: 180

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	12.000
Off Site	6.000
Practical	24.000
Seminar	6.000
Tutorial	12.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Reflection	AS1	Research Document (3000 words)	70.0	
Presentation	AS2	Oral Presentation	30.0	

Aims

1. Explore the cultural context of issues raised by the games industry and there games.
2. Develop student's skills in distinguishing between popular and scholarly source materials.

3. Further develop research methodology, scholarly study skills and analytical writing skills through the study an area of interest.
4. Develop oral and presentation skills when dealing with research into an area of study.

Learning Outcomes

After completing the module the student should be able to:

- 1 Define the cultural context of your own personal and professional practice.
- 2 Identify and utilise existing research methodologies.
- 3 Analyse, evaluate information and distinguish between popular and scholarly materials.
- 4 Plan and present scholarly research to an academic standards.

Learning Outcomes of Assessments

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

Research Document	1	2	3
Oral Presentation	3	4	

Outline Syllabus

The academic skills need for the dissertation and further scholarly study. Seminars will introduce you to a range of research skills and methodologies. Exploring how the game industry impacts on popular culture and effects modern society. With the guidance of the module leader you will be the opportunity to undertake study directly related to an area of interest relating to the games industry. This module will encourage you to place your own individual professional practice within a wider frame of reference. You will present the research and reflection and show understanding through an oral presentation.

Learning Activities

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

References

Course Material	Book
Author	Swalwell, M. and Wilson, J.
Publishing Year	2008
Title	The Pleasures of Computer Gaming
Subtitle	Essays on Cultural History, Theory and Aesthetics

Edition	
Publisher	MacFarland & Co Inc.
ISBN	10:078643595X

Course Material	Book
Author	Ince, S.
Publishing Year	2006
Title	Writing for Video Games
Subtitle	
Edition	
Publisher	Methuen Drama
ISBN	

Course Material	Book
Author	Freeman, D.E.
Publishing Year	2003
Title	Creating Emotion in Games
Subtitle	The Art and Craft of Emotioneering
Edition	
Publisher	New Riders
ISBN	

Course Material	Book
Author	Dille, F., Platten, J.Z.
Publishing Year	2006
Title	The Ultimate Guide to Video Game Writing and Design
Subtitle	
Edition	
Publisher	Lone Eagle Publishing Company
ISBN	

Notes

Provide research, academic skills and methodologies needed for the dissertation and further scholarly study.