

Summary Information

Module Code	5555NCCG
Formal Module Title	Games Design and Development
Owning School	Computer Science and Mathematics
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 5
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
LJMU Partner Taught

Partner Teaching Institution

Institution Name
Nelson and Colne College Group

Learning Methods

Learning Method Type	Hours
Lecture	60

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
JAN-PAR	PAR	January	12 Weeks
SEP-PAR	PAR	September	12 Weeks

SEP_NS-PAR	PAR	September (Non-standard start date)	12 Weeks
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Aims and Outcomes

Aims	This module introduces students to an exploration of the practices, principles and skills needed to successfully design a game
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After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Evaluate the features and architecture of different games engines
MLO2	2	Evaluate the game design process with regards to game development and production
MLO3	3	Use different design and development methodologies with tools and techniques associated with the creation of a video game
MLO4	4	Evaluate the performance of a video game against its design and original concept
MLO5	5	Prepare and present a games design pitch

Module Content

Outline Syllabus	<p>Review game design and game types</p> <ul style="list-style-type: none"> o Identify what game design is and explore the evolution of games over time. o Research and assess game types, trends, player features, control and technology. o Investigate the practices, principles and skills used in the design of games <p>Identify the role of a games designer and introduce concepts related to the game design process</p> <ul style="list-style-type: none"> o Discuss idea generation, world design, storytelling, characters, levels, gameplay, assets and asset management. o Assess the skills needed to successfully design a video game. <p>Games Design Document structure</p> <ul style="list-style-type: none"> o Game Design Document o Concepts and elements required for a Games Design Document o Purpose of the Game Design Document o Stakeholders and their possible expectations. o Strengths and possible weaknesses of a Games Design Document o Key terminologies and roadmaps for the game design process o Value of the concept stage o Why concepts are reviewed, synthesised and stored as a set of documents. o Design tools and issues related to the planning and design stage <p>Game development constraints (and possible pitfalls) together with platforms commonly available to support development.</p> <ul style="list-style-type: none"> o Testing methods and Quality Assurance. o Business and monetisation models <p>Create an original game concept</p> <ul style="list-style-type: none"> o Gather and document a range of original game ideas o Peer-review and evaluate feedback on a number of game ideas o Justify the selection of a specific game idea. o Review and apply game design practices and principles to develop a specific game idea o Create an original Game Design Document and present and defend its High Concept pitch <p>Games development</p> <ul style="list-style-type: none"> o Use modern games engine to produce a game to given specification o Evaluate game performance
Module Overview	
Additional Information	

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Report	Presentation game design pitch	30	0	MLO4

Report	Assignment	70	0	MLO1, MLO2, MLO3, MLO5
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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
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