

## Liverpool John Moores University

Title: GAMES DESIGN AND DEVELOPMENT  
Status: Definitive  
Code: **5555NCCG** (129518)  
Version Start Date: 01-08-2021

Owning School/Faculty: Computer Science and Mathematics  
Teaching School/Faculty: Nelson Campus

Team	Leader
Silvester Czanner	Y
Robert Askwith	

**Academic Level:** FHEQ5  
**Credit Value:** 20  
**Total Delivered Hours:** 60  
**Total Learning Hours:** 200  
**Private Study:** 140

### Delivery Options

Course typically offered: S1, S2 and NS2 (S2 for Jan)

Component	Contact Hours
Lecture	60

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Presentation	Pres.	Presentation game design pitch (20 mins +Q&A)	30	
Report	Assignment	Assignment	70	

### Aims

*This module introduces students to an exploration of the practices, principles and skills needed to successfully design a game*

### Learning Outcomes

After completing the module the student should be able to:

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

## Learning Outcomes of Assessments

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

Presentation game design pitch	4				
Assignment	1	2	3	5	

## Outline Syllabus

### *Review game design and game types*

- 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*
- o Identify the role of a games designer and introduce concepts related to the game design process Discuss idea generation, world design, storytelling, characters, levels, gameplay, assets and asset management.*
- o Assess the skills needed to successfully design a video game.*

### *Games Design Document structure*

- o Game Design Documents*
- 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*

### *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*
- o Game development constraints (and possible pitfalls) together with platforms commonly available to support development.*
- o Testing methods and Quality Assurance.*
- o Business and monetisation models*

### *Create an original game concept*

- 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*

*Games development*

*o Use modern games engine to produce a game to given specification*

*o Evaluate game performance*

## **Learning Activities**

Lectures

These will not normally be traditional didactic lectures in which the student plays little active part, but will be delivered in small groups of up to 20

## **Notes**

-