Game Production

Module Information

2022.01, Approved

Summary Information

Module Code	6108COMP
Formal Module Title	Game Production
Owning School	Computer Science and Mathematics
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 6
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
Computer Science and Mathematics

Learning Methods

Learning Method Type	Hours
Lecture	22
Workshop	33

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
JAN-CTY	CTY	January	12 Weeks

Aims and Outcomes

Aims	To describe the principles of the game production cycle and explain the issues relating to game production and approaches to managing game project.To explain the principles and techniques of level design and provide opportunities for students to design and produce game environments with game-spaces.To provide the underpinning knowledge, concepts and techniques of digital storytelling and cinematography for production of machinima and in-game cinematics. To develop the required skills in using appropriate approaches and technologies in producing machinima and in-game cinematics.

After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Evaluate game production cycles, the team structure and approaches to managing a game project.
MLO2	2	Critically analyse concepts and techniques for designing game-spaces, storytelling and cinematography.
MLO3	3	Design and critically evaluate the playability, usability and theme of a game level.
MLO4	4	Apply appropriate storytelling principles and cinematography techniques for digital game production.

Module Content

Outline Syllabus	Game Production: Game Production Cycle (Pre-production, Production, Testing, Post-production), Roles in game production (Production roles, Art roles, Engineering roles, Design Roles, Audio Roles, Quality Assurance Roles, Team Organisation, Corporate), Project Management Methods, Managing Talents, Issues and Challenges.Level Design: Elements of Level Design, Game-spaces, Architectural Spatial Arrangements, Historic Game-space Structures (Labyrinth, Maze and Rhizome), Size of Spatial Space, Sandbox Game-spaces, Visual communications in Level Design, Purpose-driven level design techniques (Events-draw-in spaces, Memorable spaces, Survival spaces, Opportunity spaces, Reward spaces and systems, Game spaces in storytelling), Pacing events and rewards, Experiential Choices, Social Interactions, Immersion and engagement in level design, Goals and Challenges.Digital Storytelling: Principles of Storytelling (Model for Entertainment, Flow of Story, Structures for Story Delivery), Storytelling Frameworks (The Hero's Journey, The Heroine's Journey, Pixar Pitch, Characters and Archetypes) and Techniques for manipulating emotions for entertainment experiences, Methods for documenting story.Cinematography: Types of Shots, Visual Language, Lens Language, Visual Storytelling, Cinematic Continuity, Lighting, Colour and Camera Movement.Machinima and In-game cinematics: Machinima, Techniques for Machinimas (AI, Puppeteering, Recamming and Scripting), Application of Machinima techniques for in-game cinematics, Game Technologies enabling Machinima, Visual Effects for Games (Particle Systems, Organics and Foliage, Decals).
Module Overview	
Additional Information	This module will cover aspects of game production with a strong focus on production of game level using a game engine. It will also cover aspects of level design from an architectural perspective and the application of storytelling, cinematography and machinima to improve play experience of the game level. In the coursework, students will be working in a team to produce game levels with real-time cinematic and applying the techniques and principles learnt while managing the complexity of the game production process. In the coursework, students will be working in a team taking roles within the game design and production department to produce game levels with real-time cinematic and applying the techniques and principles learnt while managing the complexity of the game production process.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping

Report	Level Design and Cinematic	50	0	MLO1, MLO2
Centralised Exam	Examination	50	2	MLO3, MLO4

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Abdennour El Rhalibi	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings