Liverpool John Moores University

Title: GAME ART PRE-PRODUCTION
Status: Definitive
Code: **6501GA**   (116705)
Version Start Date: 01-08-2011

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

Team		Leader
Carole Potter	emplid	Y

Academic Level: FHEQ6   **Credit Value:** 24.00   **Total Delivered Hours:** 45.00

Total Learning Hours: 240   **Private Study:** 195

Delivery Options
Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	9.000
Practical	24.000
Tutorial	6.000
Workshop	6.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Research and project management document (1000 word)	20.0	
Report	AS2	Design Document (Visuals and 1000 words)	60.0	
Presentation	AS3	Presentation	20.0	

Aims

1. Propose an area of specialist interest which identifies a career aspiration.
2. Present a design based on a deep understanding of the core discipline in your field of study.

3. Implement a rigorous working methodology for your pre-production concept.
4. Communicate a summery formed from research, presenting of a fully developed idea(s).

Learning Outcomes

After completing the module the student should be able to:

1   Propose an original project synthesising personal skills and knowledge. .
2   Independently formulate and organise an original design ethos.
3   Independently perform at a high level illustrating commitment, motivation and ability to meet deadlines and work to a set schedule.
4   Consolidate and appraise a cohesive creative body of pre-production work.

Learning Outcomes of Assessments

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

Research Document	1	3
Design Document	2	3
Presentation	4	

Outline Syllabus

In this module you will negotiate, with your allotted tutor-specialist, a pre-production project based upon your specialist area of creative enquiry into an area of computer game art. This area of specialist enquiry should be indicative of a role within a games company such as concept, environment, asset or character art. Several of these roles may overlap the core of the work will be based on the chosen specialist area. Other related areas can be developed through delegation with module leaders.
This self directed project brief provides you with the opportunity to synthesis your established skills and theories into an innovative and industry standard piece of creative work. The design and build factors you will consider will relate to current game trends and show a deep understanding of were the work fits into the market place. You will investigate, interrogate and evaluate the development, pre-production, project management and conceptualisation phases of production developing your own professional working methodology. You will present your work so it communicates visually and verbally the scope and depth of your idea.

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	Byrne, M. T.
Publishing Year	1999
Title	The Art of Layout & Storyboarding
Subtitle	
Edition	
Publisher	
ISBN	

Course Material	Book
Author	Antonov, V. et al
Publishing Year	2006
Title	Concept Art
Subtitle	Digital Artists Masterclass (D'Artiste)
Edition	
Publisher	Paperback
ISBN	

Course Material	Book
Author	Co, P.
Publishing Year	2006
Title	Level Design for Games
Subtitle	Creating Compelling Game Experience
Edition	
Publisher	New Riders
ISBN	

Course Material	Book
Author	Lecky-Thompson, G.W.
Publishing Year	2002
Title	Infinite Game Universe
Subtitle	Level Design, Terrain and Sound
Edition	New Ed
Publisher	Charles River Media
ISBN	

Notes

Develop an independent concept into a pre production document and summarise a review of this process.