

Liverpool John Moores University

Title: GAME ART PRODUCTION
Status: Definitive
Code: **6502GA** (116706)
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: FHEQ6
Credit Value: 36.00
Total Delivered Hours: 60.00
Total Learning Hours: 360
Private Study: 300

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	9.000
Practical	36.000
Tutorial	6.000
Workshop	9.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS2	Project and Development Portfolio	70.0	
Portfolio	AS1	Work book (Visuals and 1000 words)	30.0	

Aims

1. Identify a creative strategy from your preproduction document a work ethos.
2. Utilise independent practice to develop creative and critical thinking.
3. Record and generate digital imagery defining the process that is being presented.
4. Analyse how the images can engage the potential viewer at a deeper level.

Learning Outcomes

After completing the module the student should be able to:

- 1 Execute an interpretation of your design that exploits appropriate mastered skills.
- 2 Report evidence and argue the connection between the work and how it relates to its intended target audience.
- 3 Independently construct and implement an innovative and complex outcome.
- 4 Analyse the project from the conceptual beginning to the end product justifying its worth as a specialist artwork.

Learning Outcomes of Assessments

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

Project and Development	1	4
Work book	2	3

Outline Syllabus

This is a self directed project brief and provides you the opportunity to synthesis your established skills and theories into an innovative and professional piece of creative work. The final creative outcome will be a definitive piece of specialist creative work that is of a professional standard. This piece of work will be displayed as a finished portfolio piece that is best displayed in a number of relevant and appropriated formats. A critique of the development will be visually and written to support the Modules end outcome.

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	Salen, K. & Zimmerman, E.
Publishing Year	2004
Title	Rules of Play Game Design Fundamentals
Subtitle	
Edition	

Publisher	MIT Press
ISBN	

Course Material	Book
Author	Fullerton, T., Swain, C. and Hoffman, S.
Publishing Year	2004
Title	Game Design Workshop Designing, Prototyping and playtesting
Subtitle	
Edition	
Publisher	CMP Books
ISBN	

Course Material	Book
Author	Habgood, J. and Overmars, M.
Publishing Year	2006
Title	The Game Maker's Apprentice
Subtitle	
Edition	
Publisher	
ISBN	

Notes

This programme is validated by LJMU and delivered by a partner college under the University's regulations. Requests for further details about this module should be directed to the module leader, who will be a member of staff of the partner college.