

Liverpool John Moores University

Title: DISSERTATION IN GAME CULTURE
Status: Definitive
Code: **6503GA** (116707)
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	12.000
Practical	33.000
Seminar	9.000
Tutorial	6.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Contextual Report with supporting material (6000 words)	100.0	

Aims

1. Enable students to explore areas of research based around computer game theory.
2. Explore in depth and demonstrate competence in analysis, interpretation and evaluation.
3. Provide opportunity for a detailed and analytical investigation.
4. Equip students to present and consolidate their research and to reach conclusions

in an appropriate academic manner.

Learning Outcomes

After completing the module the student should be able to:

- 1 Define and consolidate themes of interest in a clear and logical manner
- 2 Demonstrate effective time-management and organisation in the conception, research and delivery of the dissertation.
- 3 Apply critical awareness and sound understanding of the computer games industry and related areas through scholarly activity.
- 4 Provide evidence of critical reflective practice

Learning Outcomes of Assessments

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

Report	1	2	3	4
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Outline Syllabus

This module will provide the opportunity to pursue a significant piece of individual, independent research that will support and underpin the practical Honours project. Initial lectures will identify the framework for the study and provide guidance on the stylistic demands of this level of scholarly research. Periodic seminars will be used as a vehicle for critical analysis via the articulation, reflection and exchange of ideas. Students will initiate and refine their research focus in consultation with a supervising tutor. They will be expected to attend regular tutorials to strengthen analytical skills.

Learning Activities

Lectures will be used to initiate the learning process followed up with seminars to support the academic research process. These will be supported by ongoing tutorials with an individual supervising tutor to guide the student through the formation and writing of the dissertation proposal and dissertation whilst aiding the development of academic discourse.

References

Course Material	Book
Author	Ajuga, G.
Publishing Year	2001
Title	The Student Assignment and Dissertation Survival Guide
Subtitle	
Edition	

Publisher	GKA Publishing
ISBN	

Course Material	Book
Author	Cottrell, S.
Publishing Year	2005
Title	Critical Thinking Skills
Subtitle	Developing Effective Analysis and Argument
Edition	
Publisher	Palgrave Macmillan
ISBN	

Course Material	Book
Author	Levin
Publishing Year	2010
Title	Excellent Dissertations!
Subtitle	
Edition	2nd Ed
Publisher	Open UP
ISBN	

Course Material	Book
Author	Walliman, N.S.R.
Publishing Year	2004
Title	Your Undergraduate Dissertation
Subtitle	The Essential Guide for Success
Edition	
Publisher	SAGE Publications Ltd.
ISBN	

Course Material	Book
Author	Greetham, B.
Publishing Year	2009
Title	How to Write your Undergraduate Dissertation
Subtitle	
Edition	
Publisher	Palgrave Macmillan
ISBN	

Notes

The module enables you to pursue a significant piece of individual, independent research that will support and underpin the practical Honours project.