Liverpool John Moores University

Title:	COMPUTER GAME DESIGN
Status:	Definitive
Code:	**7024COMP** (103283)
Version Start Date:	01-08-2011
Owning School/Faculty:	Computing and Mathematical Sciences
Teaching School/Faculty:	Computing and Mathematical Sciences

Team	Leader
Martin Hanneghan	Y

Academic Level:	FHEQ7	**Credit Value:**	15.00	**Total Delivered Hours:**	30.00
Total Learning Hours:	150	**Private Study:**	120		

Delivery Options
Course typically offered: Semester 1

Component	Contact Hours
Lecture	15.000
Seminar	15.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Presentation	AS1	Each group will prepare an initial game design concept and present or 'pitch' their ideas to the whole class. This element is peer assessed.	20.0	
Report	AS2	Each group will then go on to produce a detailed design specification document. Each member of the team will peer assess the workload of the other team members and receive an overall weighted score for the combined piece of work.	80.0	

Aims

•*To demonstrate a thorough understanding of the theory and practice of game design.*
•*To appraise current approaches applicable to computer game design.*
•*To develop critical language and thought with regard to computer game design.*

Learning Outcomes

After completing the module the student should be able to:

1 Demonstrate the key processes involved in computer game design.
2 Identify and apply the principles of game theory.
3 Recognise and apply the principles of gameplay and balance.
4 Create a detailed game design document.
5 Provide critique and appraisal for game designs at the initial and final stages of development.

Learning Outcomes of Assessments

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

Design concept	1	5			
Design specification	1	2	3	4	5

Outline Syllabus

•*Game design documents: the initial concept, the treatment and detailed design document.*
•*Computer game genres*
•*Game theory and balance*
•*Principles of game design: level design, character design*
•*Game elements: mechanics, artwork, sound, control schemes, AI*
•*Critical evaluation of gameplay mistakes*

Learning Activities

Lectures on key topics will be given and followed by group-led discussions and seminars aimed at specific problem solving activities that will develop skills necessary for this module. Playing computer games to dissect level constructs and game mechanics is encouraged.

References

Course Material	Book
Author	Adams, E. & Rollings, A.
Publishing Year	2007
Title	1.
Subtitle	
Edition	
Publisher	
ISBN	0-13-168747-6

Course Material	Book
Author	Rollings, A. & Adams, E.
Publishing Year	2003
Title	undefined
Subtitle	
Edition	
Publisher	New Riders
ISBN	1-5927-3001-9

Course Material	Book
Author	Rollings, A. & Adams, E.
Publishing Year	2002
Title	Patterns in Game Design
Subtitle	
Edition	
Publisher	Coriolis Group
ISBN	1576108732

Course Material	Book
Author	Rouse III, R.
Publishing Year	2001
Title	Game Design: Theory & Practice
Subtitle	
Edition	
Publisher	Wordware Publishing Inc
ISBN	1556227353

Course Material	Book
Author	Laramee, F.D.
Publishing Year	2002
Title	Game Design Perspectives
Subtitle	
Edition	
Publisher	Charles River Media
ISBN	1584500905

Course Material	Book
Author	Rolling, A. & Morris, D.

Publishing Year	1999
Title	Game Architecture and Design
Subtitle	
Edition	
Publisher	Coriolis Group
ISBN	1576104257

Notes

This module provides practical experience of the game design process from initial concept through to the detailed design document stage. This design document can then be taken to the next stage in the games development pipeline: implementation (although this particular activity is outside the scope of this module).