

Module Specification

Module Summary Information

1	Module Title	Large-Scale Video Game Research for Programmers
2	Module Credits	20
3	Module Level	7
4	Module Code	MED7323

5	Module Overview
<p>The purpose of this module is to give you the opportunity to experience the challenge of completing the research and concept phase of a co-ordinated yet adaptive video game project. You will work in a large code team to research appropriate code implementation for framework level game development.</p> <p>The focus of the module will be on low-level programming to enable further development of a large-scale video game. Students will look specifically at systems such as player control, game play, AI, graphics and rendering and game framework.</p>	

6	Indicative Content
<ul style="list-style-type: none"> • Workshops • Lectures • Tutorials • Demonstrations • Reviews 	

7	Module Learning Outcomes
On successful completion of the module, students will be able to:	
1	Investigate and analyse a large-scale game engine to produce a proof-of-concept implementation of core technology required to enable further video game development.
2	Apply research practices to compare and contrast different implementations of game frameworks to define an effective workflow for large-scale video game production.

8	Module Assessment		
Learning Outcome	Coursework	Exam	In-Person
1 & 2	X		

9 Breakdown Learning and Teaching Activities	
Learning Activities	Hours
Scheduled Learning (SL) includes lectures, practical classes and workshops, peer group learning, Graduate+, as specified in timetable	40
Directed Learning (DL) includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE	120
Private Study (PS) includes preparation for exams	40
Total Study Hours:	200