

## Module Specification

### Module Summary Information

<b>1</b>	<b>Module Title</b>	Small Scale Video Game Research and Planning (Biz)
<b>2</b>	<b>Module Credits</b>	20
<b>3</b>	<b>Module Level</b>	7
<b>4</b>	<b>Module Code</b>	MED7354

<b>5</b>	<b>Module Overview</b>
<p>The purpose of this module is to engage students in the concept phase of development of features for a discrete small-scale video game, ensuring students can follow the process of design to ask questions at the start of the concept phase of product development, to follow onto the research stage, before applying ideas within a synthesis stage before refining and finally applying their ideas.. Students will work in teams to produce concepts for small-scale games, which they must present using effective communication skills.</p>	

<b>6</b>	<b>Indicative Content</b>
<p>Lectures          Workshops          Tutorials (Group/Individual)          Reviews (Presentations of work)</p>	

<b>7</b>	<b>Module Learning Outcomes</b>
<b>On successful completion of the module, students will be able to:</b>	
<b>1</b>	Acquire, demonstrate and communicate a strong understanding of research techniques and the process of design to facilitate the production phase of a commercially-viable, small-scale video game.
<b>2</b>	Critically reflect upon the concept phase of a small-scale video game using effective communication methods.

<b>8</b>	<b>Module Assessment</b>		
<b>Learning Outcome</b>			
	<b>Coursework</b>	<b>Exam</b>	<b>In-Person</b>
<b>1-2</b>			<b>x</b>

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