

## Module Specification

### Module Summary Information

<b>1</b>	<b>Module Title</b>	Large-scale Video Game Research & Enterprise Practice (Biz)
<b>2</b>	<b>Module Credits</b>	20
<b>3</b>	<b>Module Level</b>	7
<b>4</b>	<b>Module Code</b>	MED7355

<b>5</b>	<b>Module Overview</b>
<p>The purpose of this module is ensure that students can experience the challenge of completing the research and concept phase of a co-ordinated yet adaptive video game project whilst simultaneously generating ideas to become a business plan which will be presented / pitched to high level stakeholders at the end of the module.</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 the detailed game design and appropriate project management methodologies to facilitate the production phase of a large-scale video game.
<b>2</b>	Research, analyse then design and propose ideas which demonstrate a strong understanding of commercial, technical and consumer needs and demands within enterprise opportunities in the video game market.

<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>	x		

<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