

Module Specification

Module Summary Information

1	Module Title	Small Scale Video Game Research & Concept Art
2	Module Credits	20
3	Module Level	7
4	Module Code	MED7357

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 time constrained, small-scale video game project. You will work in small art teams to research appropriate art styles and comparative game products to define their own unique art style for a video game project.</p>	

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

7	Module Learning Outcomes
On successful completion of the module, students will be able to:	
1	Formulate research practices and use to appraise existing art styles to create a clearly articulated art style for a small-scale game product.
2	Develop collaborative work practices within a professional art team and wider game development group.

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