

Module Specification

Module Summary Information

1	Module Title	Small Scale Video Game Development
2	Module Credits	40
3	Module Level	7
4	Module Code	MED7358

5	Module Overview
<p>The purpose of this module is to bring together art, code, production and design students together into a game development team and give them the opportunity to work collaboratively to produce a releasable small-scale video game. Typically this is the type of title commonly described as an 'indie game' which is made in a short time frame with a small agile development team. If the completed game is at an appropriate standard the game can be submitted to relevant game stores and act as a published title on a student CV.</p>	

6	Indicative Content
<p>Workshops Lectures Demonstrations Milestone Reviews Tutorials</p>	

7	Module Learning Outcomes
On successful completion of the module, students will be able to:	
1	Acquire and demonstrate a strong understanding of a discipline specific method to facilitate the completion of a commercially-viable, small-scale video game to professional standards.
2	Organise and plan the development of a small-scale video game within a multidisciplinary team.
3	Critically reflect and adapt through a project development cycle in order to develop a coherent and stable small-scale video game product.
4	Analyse and apply research techniques then critically reflect upon the completion of a small-scale video game using effective communication methods.

8	Module Assessment		
Learning Outcome			
	Coursework	Exam	In-Person
1-3	x		
4	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	80
Directed Learning (DL) includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE	240
Private Study (PS) includes preparation for exams	80
Total Study Hours:	400