

Module Specification

Module Summary Information

1	Module Title	Large Scale Video Game Research for Artists
2	Module Credits	20
3	Module Level	7
4	Module Code	MED7359

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 art team to research appropriate art styles and comparative game products to define their own unique art style for a video game project. The focus of the module will be on a student's chosen discipline, for example; environment, concept, character, GUI/UX, animation or technical art.</p>	

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

7	Module Learning Outcomes
On successful completion of the module, students will be able to:	
1	Formulate research practices and appraise existing art styles to create a clearly articulated art style for a large-scale game product.
2	Investigate research and professional practice to compare and contrast different stages of art production 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

