

Module Specification

Module Summary Information

1	Module Title	Large-scale Video Game Prototype
2	Module Credits	40
3	Module Level	7
4	Module Code	MED7360

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 prototype for a large-scale game on either console, PC or connected devices.</p>	

6	Indicative Content
<p>Workshops Lectures Tutorials Milestone reviews</p>	

7	Module Learning Outcomes	
On successful completion of the module, students will be able to:		
	1	Judge and appraise appropriate video game development methods against stakeholder requirements to create discipline specific artefacts during the prototype phase of a large-scale video game.
	2	Organise and plan the development of a large-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 large-scale video game product.
	4	Analyse and apply research techniques then critically reflect upon the planning and prototype phase of a large-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