

Module Specification

Module Summary Information

1	Module Title	Theory and Practice using Physics Engines
2	Module Credits	40
3	Module Level	4
4	Module Code	MED4139

5	Module Overview
<p>The purpose of this module is to give you the opportunity to learn about Physics and Physics engines required to create games in both 2D and 3D worlds.</p>	

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

7	Module Learning Outcomes
On successful completion of the module, students will be able to:	
1	Examine real-world physics implementations within games and use an appropriate approach for a game project.
2	Use a programming language to develop an object-oriented software solution which satisfies a physics-based game brief.
3	Create a game-design document to outline proposed game play.
4	Use research techniques to compare and contrast similar products.

8	Module Assessment		
Learning Outcome			
	Coursework	Exam	In-Person
1-2	x		
3-4	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	120
Directed Learning (DL) includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE	200
Private Study (PS) includes preparation for exams	80
Total Study Hours:	400