

Module Specification

Module Summary Information

1	Module Title	2D Art Production
2	Module Credits	40
3	Module Level	4
4	Module Code	MED4142

5	Module Overview
<p>The purpose of this module is to give students an up-to-the-moment introduction to the working methodologies of 2D video game production. This module allows students to experience the challenge of completing the research, concept and development phase of a 2D video game project. Working in small art teams, students will research appropriate art styles and comparative game products to define their own unique art style. The focus of the module will be on 2D game development disciplines, for example; 2D environment, concept, 2D character, GUI/UX and sprite animation.</p>	

6	Indicative Content
<p>Session Topics:</p> <ul style="list-style-type: none"> • Module Overview • Portfolio Review • Reflection & Presentation skills • Research Approaches – Moodboarding • 2D Pixel Art Exercises • 2D Animation • Technical Art Skills Using Illustrator • Art Production Pipeline & naming conventions • Concept art workflow • Creating Style Bibles • Diegetic GUI Theory • Wireframing • UX • Storyboarding and Storyboarding for Narrative Communication • Milestone Review One • Milestone Review Two, Feature Complete • Milestone Review Three, Content Complete • Final Milestone Review, Final Review 	

7	Module Learning Outcomes	
	On successful completion of the module, students will be able to:	
	1	Identify and apply technical and creative art skills to develop 2D game ready assets.
	2	Investigate and analyse professional 2D art and professional practice to determine art methodologies and workflows.
	3	Reflect upon professional 2D game art approaches for creating in-game assets.
	4	Demonstrate effective communication skills to describe the process of design and collaborative art practice.

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	