

COURSE SPECIFICATION

Course Aim and Title	BA (Hons) Computer Games Design: Story Development
Intermediate Awards Available	N/A
Teaching Institution(s)	UEL
Alternative Teaching Institutions (for local arrangements see final section of this specification)	N/A
UEL Academic School	ADI
UCAS Code	GWLF
Professional Body Accreditation	
Relevant QAA Benchmark Statements	Creative Writing, Art & Design, Computing, International Game Developers Association
Additional Versions of this Course	N/A
Date Specification Last Updated	April 2019

Course Aims and Learning Outcomes

This course is designed to give you the opportunity to:

- To enable students to understand how to evaluate and use game making tools and technologies to produce gameplay
- To develop in students the skills in computer games design and development practice – iterative targeted design, planning, development and communication and management skills
- To develop in students an understanding of and skills in critical practice in the games industry - not solely vocational 'how-to' skills but also the ability to think critically about 'why' and 'with what effect'
- To develop in students the ability to work both independently and as part of a design and development team

What you will learn:

Knowledge

- Develop skills in operating computer games design and development related technology and assessing their advantages and disadvantages
- Understand and apply theories of graphical environment designing, software interface development, interactive narrative and story development, gameplay programming, market analysis and its role in design and development – all related to computer game development
- Understand ethical, legal and professional responsibilities of new media professionals
- Understand and apply theories of traditional narrative elements to the development of interactive narratives for computer games

Thinking skills

- Use theoretical concepts and perspectives to explain the development of computer games in and commercial settings
- Evaluate the relationship between theory and creative practice in the field of computer game design and production
- Gather, analyse and comment critically on ideas associated with computer game design and story development using both traditional and modern sources
- Analyse the legal and cultural factors which shape the development and implementation of computer games design
- Understand and apply principles of computer game design, story development,
- production management and group work to project work
- Critically evaluate various approaches to computer games design and development

Subject-Based Practical skills

- Narrative Design
- Design and create prototypes of computer games for a variety of audiences
- Design and create 2D and 3D graphics
- Level design
- Learn to use professional-level application software with a minimum of direct instructions
- Identify the elements which are likely to make for effective computer games

Skills for life and work (general skills)

- Critically evaluate the experience of developing a project report
- Understand and utilise different research approaches
- Work and research independently
- Work in a group and solve problems associated with group activities
- Create and deliver presentation
- Write technical reports and academic papers
- Use computers and application software effectively

Learning and Teaching

Knowledge is developed through

- Formal lectures
- Interactive lectures/seminars
- Group discussions and informal presentations
- Individual tutorials and independent learning

Thinking skills are developed through

- Analysis of practical and theoretical issues
- Online discussions and activities
- Debates involving outside speakers
- Research seminars
- Project Supervision

Practical skills are developed through

- Supervised and unsupervised workshops
- Project sessions
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Skills for life and work (general skills) are developed through

- The demands of the study medium (e.g. distance learning)
- Planning activities with feedback
- Project work

Assessment

Knowledge is assessed by

- Coursework essays, reports, evaluations, reviews, reflections and presentations
- Exercises and discussions undertaken in seminar and workshop sessions

Thinking skills are assessed by

- Coursework essays, reports, evaluations, reviews, reflections and presentations
- Exercises and discussions undertaken in seminar and workshop sessions

Practical skills are assessed by

- Practical projects and reflections on production process
- Assignments demonstrating the ability to use software and hardware to produce and end product
- Demonstrating competency in workshops

Skills for life and work (general skills) are assessed by

- Involvement in and contribution to seminar/workshop sessions
- Ability to understand and meet requirements of module specification
- Quality of written work in assignments
- Strict assignment deadlines
- Involvement in and contribution to group project work

Students with disabilities and/or particular learning needs should discuss assessments with the Course Leader to ensure they are able to fully engage with all assessment within the course.

Work or Study Placements

Live Briefs (real commissions that come from outside or inside the university) form a compulsory part of your studies..

Course Structure

All courses are credit-rated to help you to understand the amount and level of study that is needed.

One credit is equal to 10 hours of directed study time (this includes everything you do e.g. lecture, seminar and private study).

Credits are assigned to one of 5 levels:

- 3 Equivalent in standard to GCE 'A' level and is intended to prepare students for year one of an undergraduate degree course.
- 4 Equivalent in standard to the first year of a full-time undergraduate degree course.
- 5 Equivalent in standard to the second year of a full-time undergraduate degree course.
- 6 Equivalent in standard to the third year of a full-time undergraduate degree course.
- 7 Equivalent in standard to a Masters degree.

Courses are made up of modules that are each credit weighted.

The module structure of this course:

Level	Module Code	Module Title	Credit Weighting	Core/Option	Available by Distance Learning? Y/N
4	MS4019	Introduction to Game Design	20	Core	N
4	MS4018	Gameplay Development	20	Core	N
4	MS4017	Game Studio 1 (Mental Wealth)	20	Core	N
4	CD4102	Software Development	20	Core	N
4	MS4027	Storytelling for Games	20	Core	N
4	MS4014	Documentary: Games	20	Core	N

5	Subject to Validation	Game Level Design	20	Core	N
5	Subject to Validation	Interactive Narrative Design for Games	20	Core	N
5	Subject to Validation	Applied Narrative & Gameplay Design	20	Core	N
5	Subject to Validation	Game studio 2 (Mental Wealth)	20	Core	N
5	Subject to Validation	Game Client Project	20	Core	N
5	Subject to Validation	Database systems	20	Option	N
6	Subject to Validation	Game Studio (Mental Wealth)	20	Core	N
6	Subject to Validation	Rapid Game Prototyping	20	Core	N
6	Subject to Validation	Agile Game Development	20	Core	N
6	Subject to Validation	Advanced Game Narrative Design	20	Core	N
6	Subject to Validation	Dissertation Project	40	Core	N

Please note: Optional modules might not run every year, the course team will decide on an annual basis which options will be running, based on student demand and academic factors, in order to create the best learning experience.

Additional detail about the course module structure:

The overall credit-rating of this course is 120 credits. If for some reason you are unable to achieve this credit you may be entitled to an intermediate award, the level of the award will depend on the amount of credit you have accumulated. You can read the University Student Policies and Regulations on the UEL website.

Course Specific Regulations

N/A

Typical Duration

It is possible to move from full-time to part-time study and vice-versa to accommodate any external factors such as financial constraints or domestic commitments. Many of our students make use of this flexibility and this may impact on the overall duration of their study period.

The expected duration of this course is three years full time.

The time limit for completion of a course is four years after first enrolment on the course.

Further Information

More information about this course is available from:

- The UEL web site (www.uel.ac.uk)
- The course handbook
- Module study guides
- UEL Manual of General Regulations (available on the UEL website)
- UEL Quality Manual (available on the UEL website)
- School web pages

All UEL courses are subject to thorough course approval procedures before we allow them to commence. We also constantly monitor, review and enhance our courses by listening to student and employer views and the views of external examiners and advisors.

Additional costs:

N/A.

Alternative Locations of Delivery

N/A