

MODULE SPECIFICATION

1. **Title of the module**

Game Collaborative Project – PRSN7000

2. **School or partner institution which will be responsible for management of the module**

Pearson College London / Escape Studios.

3. **The level of the module (Level 4, Level 5, Level 6 or Level 7)**

7

4. **The number of credits and the ECTS value which the module represents**

30 (15 ECTS)

5. **Which term(s) the module is to be taught in (or other teaching pattern)**

Autumn and Spring

6. **Prerequisite and co-requisite modules**

Prerequisite – None

7. **The programmes of study to which the module contributes**

MA Game Art

8. **The intended subject specific learning outcomes.**

On successfully completing the module students will be able to:

Demonstrate Knowledge & Understanding (K) of...

1. Production processes for design documentation
2. The issues and trends in collaborative game development and production

Demonstrate Intellectual Skills (I) in...

3. Evaluating artistic and technical solutions in relation to creating a prototype
4. Evaluating and using agile practices in a project distinguishing issues relating to peer schedules, remote working and the critical pathways of production

Demonstrate Subject Specific Skills (S) in...

5. Using advanced Video Games tools and techniques creating a prototype to a professional standard.
6. Creating technical documentation, art and design bibles for the process of constructing visual tools to inform production and gain experience in the presentation of a game project at a pitch level

9. The intended generic learning outcomes.

On successfully completing the module students will be able to:

Demonstrate Transferable Skills (T) in...

1. Briefing and scheduling in a team project and providing critical feedback
2. Designing, planning and delivering a project that can adapt to meet a strict objectives within time and resource restrictions
3. Research-based problem solving that encompass design, art and technical disciplines
4. Communicating and presenting to a variety of audiences in a technical and creative context

10. A synopsis of the curriculum

To create a group project where students are entirely responsible for the production of a prototype in which some students may work in-house and others remotely.

Outline syllabus:

- Collaborative projects utilising in house and remote work
- Production experience
- Creating a prototype and teamwork
- Business and marketing in games

11. Reading list (Indicative list, current at time of publication. Reading lists will be published annually)

See the “MA Game Art - Indicative Reading List” document for extensive readings that will form the basis of the programme. Specific readings will be assigned to students based on their progression through the programme and their individual learning goals.

12. Learning and teaching methods

Students learn through practice under supervision of tutors and with feedback from peers, professionals and the wider community.

Tutorials/Seminars: c. 100 hours

Practical Sessions: c. 120 hours

Studios: c. 80 hours

Total Study Hours: 300 hours

13. Assessment methods

13.1 Main assessment methods

Assignment 1 – Proposal (20%)

Students will be required to produce a full pre-production design document (approximately 1500 words) comprehensively detailing project ambitions presented as a pitch (approximately 10 minutes).

Assignment 2 – Product (50%)

Students will be required to be part of a team which will produce a project demonstrating personal and collective choices in techniques and approaches and their application to meet a professional quality brief. The scope of this project means that students will typically be working with others in a team to complete all the requirements of the brief. The aim is to create a visually engaging and technically accomplished piece which demonstrates that they can follow a brief, work with appropriate guidelines, and be an effective team member. The key is to demonstrate skills that will be recognised as those used in professional Video Games production.

Assignment 3 – Retrospective (30%)

Students will produce a full self-assessment / post mortem report (approximately 2000 words) relating their work to current and emerging theory and practice presented as pitch (approximately 20 minutes) for sequel.

13.2 Reassessment Methods

14. Map of module learning outcomes

Module learning outcome	8.1	8.2	8.3	8.4	8.5	8.6	9.1	9.2	9.3	9.4
Learning/ teaching method										
Skills Sessions	X	X	X	X	X	X	X	X	X	X
Tutorials	X	X	X	X	X	X	X	X	X	X
Studio Time	X	X	X	X	X	X	X	X	X	X
Self-Directed	X	X	x	x	X	X	X	X	X	X
Assessment method										
Proposal	X	X	X	X		X	X	X	X	X
Product	X	X	X	X	X		X	X	X	
Retrospective	X	X	X	X				X		X

15. Inclusive module design

The Collaborative Partner recognises and has embedded the expectations of current equality legislation, by ensuring that the module is as accessible as possible by design. Additional alternative arrangements for students with Inclusive Learning Plans (ILPs)/declared disabilities will be made on an individual basis, in consultation with the relevant policies and support services.

The inclusive practices in the guidance (see Annex B Appendix A) have been considered in order to support all students in the following areas:

- a) Accessible resources and curriculum
- b) Learning, teaching and assessment methods

16. Campus(es) or centre(s) where module will be delivered

Pearson College London / Escape Studios.

17. Internationalisation

The Creative Industries are by their nature international disciplines, and learning resources, materials and directed learning will include resources, examples and case studies from across the world.

18. **Partner College/Validated Institution**
Escape Studios, Pearson College London

19. **University School responsible for the programme**
Engineering & Digital Arts

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Revision record – all revisions must be recorded in the grid and full details of the change retained in the appropriate committee records.

Date approved	Major/minor revision	Start date of delivery of revised version	Section revised	Impacts PLOs (Q6&7 cover sheet)