

UNIVERSITY OF KENT

Confirmation that this version of the module specification has been approved by the School Learning and Teaching Committee:

.....(date)

MODULE SPECIFICATION

1. **Title of the module**
Game Collaborative Project
2. **School or partner institution which will be responsible for management of the module**
Pearson College London / Escape Studios
3. **Start date of the module**
January 2016
4. **The number of students expected to take the module**
c. 20 students
5. **Modules to be withdrawn on the introduction of this proposed module and consultation with other relevant Schools and Faculties regarding the withdrawal**
N/A
6. **The level of the module**
Level 7
7. **The number of credits and the ECTS value which the module represents**
30 credits (15 ECTS)
8. **Which term(s) the module is to be taught in (or other teaching pattern)**
2
9. **Prerequisite and co-requisite modules**
Prerequisite – *Game Art – Game Art Advanced - FX and Technical Art*

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10. The programmes of study to which the module contributes

MA Game Art

11. The intended subject specific learning outcomes

On successful completion of this module, students will have Knowledge & Understanding (K) of...

K4 - Production processes for design documentation

K5 - The issues and trends in collaborative game development and production

On successful completion of this module, students will have Intellectual Skills (I) in...

I2, I4 - Evaluating artistic and technical solutions in relation to creating a prototype

I3 - Evaluating and using agile practices in a project distinguishing issues relating to peer schedules, remote working and the critical pathways of production

On successful completion of this module, students will have Subject Specific (S) Skills in...

S4 - Using advanced Video Games tools and techniques creating a prototype to a professional standard.

S3 - 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

12. The intended generic learning outcomes

On successful completion of this module, students will have Transferable (T) Skills in...

T3 - Briefing and scheduling in a team project and providing critical feedback

T5 - Designing, planning and delivering a project that can adapt to meet a strict objectives within time and resource restrictions

T4 - Research-based problem solving that encompass design, art and technical disciplines

T3 - Communicating and presenting to a variety of audiences in a technical and creative context

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

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- Creating a prototype and teamwork
- Business and marketing in games

13. Indicative Reading List

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.

14. Learning and Teaching Methods, including the nature and number of contact hours and the total study hours which will be expected of students, and how these relate to achievement of the intended module learning outcomes

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

15. Assessment methods and how these relate to testing achievement of the intended module learning outcomes

The module is assessed through 100% coursework.

Assignment 1 – Proposal (20%)

The assessment will test Learning outcomes: K1, K2, I1, I2, S3, T1, T2, T3, T4.

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%)

The assessment will test Learning outcomes: K1, K2, I1, I2, S1, T1, T2, T3.

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%)

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The assessment will test Learning outcomes: K1, K2, I1, I2, T2, T4.

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.

16. **Implications for learning resources, including staff, library, IT and space**
No implications.
17. **The Collaborative Partner recognises and has embedded the expectations of current disability equality legislation, and supports students with a declared disability or special educational need in its teaching. Within this module we will make reasonable adjustments wherever necessary, including additional or substitute materials, teaching modes or assessment methods for students who have declared and discussed their learning support needs. Arrangements for students with declared disabilities will be made on an individual basis, in consultation with the Collaborative Partner's disability/dyslexia support service, and specialist support will be provided where needed.**
18. **Campus(es) or Centre(s) where module will be delivered:**
Pearson College London / Escape Studios
19. **Partner College/Validated Institution:**
Pearson College London / Escape Studios
20. **University School responsible for the programme:**
School of Engineering and Digital Arts