

# MODULE SPECIFICATION

1. **Title of the module**

Game Collaborative Project – PRSN7001

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**

60 (30 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**

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. The theory and practice of state-of-the-art and emerging techniques needed to complete a complex production project to a professional standard.

Demonstrate Intellectual Skills (I) in...

2. Evaluating, selecting and using a number of complex specific skills and practices in a production project with reference to critical pathways and peer schedules.

Demonstrate Subject Specific Skills (S) in...

3. Apply a range of complex skills within a professional production environment
4. The implementation of a complex creative and technical video game production

9. **The intended generic learning outcomes.**

**On successfully completing the module students will be able to:**

Demonstrate Transferable Skills (T) in...

1. Communicating complex information in a structured and convincing way
2. Researching, critical analysis and problem solving skills in a changing and uncertain environment;
3. Organising and scheduling resources effectively to a high standard to meet varying constraints

## 10. **A synopsis of the curriculum**

Self-directed project demonstrating the extent of your knowledge and understanding of the current state-of-the-art and mastery of chosen subject matter..

Outline syllabus:

- Project direction and management.
- Project management and allocation of tasks and workflow.
- Asset creation/acquisition.
- Project monitoring.
- Project evaluation

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

*Effective project management*, Robert Wysocki, Wiley Publishing (2009)

*Project planning, scheduling and control: a hands-on guide to bringing projects in on time and on budget*, James Lewis, McGraw-Hill (2001)

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: c. 100 hours
- Self-Directed: c. 500 hours
- **Total Study Hours: 600 hours**

13. **Assessment methods**

13.1 Main assessment methods

**Assignment 1: Project (60%)**

The student will specify, develop and deliver their own project brief in discussion with their tutors that could involve a complex environment, series of objects or in-game VFX elements that use the advanced techniques that they have studied in a way that shows their mastery of the subject area. The decisions that student makes in developing the project will demonstrate the extent of their knowledge and understanding of the current state-of-the-art and the implementation will allow them to demonstrate the high level of skills that they have.

**Assignment 2 Retrospective (5000 words) (40%)**

Full pre-production design document comprehensively detailing project ambitions presented as a professional pitch and full self-assessment / post mortem report presented as pitch for sequel. The student will show that the design and production process that they have carried out in this project is one that exhibits the required characteristics for a Masters degree. It should discuss the decisions that they have made and place them in the context of current industry practice and research in the area. This is their opportunity to demonstrate the depth of their critical understanding of the field and to show that they can objectively analyse their own work. NB if the students want to be part of a team to submit work then they will need to submit draft proposals before the start of the module with detailed breakdown of areas of study and specify learning outcomes.

13.2 Reassessment Methods

14. **Map of module learning outcomes**

<b>Module learning outcome</b>	8.1	8.2	8.3	8.4	9.1	9.2	9.3
<b>Learning/ teaching method</b>							
Tutorials	X	X	X	X	X	X	X
Self-Directed	X	X	x	x	X	X	X
<b>Assessment method</b>							
Product	X	X	X	X	X	X	
Retrospective	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)