

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 Production 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 **Modules to be withdrawn on the introduction of this proposed module and consultation with other relevant Schools and Faculties regarding the withdrawal**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**
60 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 Collaborative Project*

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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...

K6 - The theory and practice of state-of-the-art and emerging techniques needed to complete a complex production project to a professional standard.

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

I5 - Evaluating, selecting and using a number of complex specific skills and practices in a production project with reference to critical pathways and peer schedules.

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

S5 - Apply a range of complex skills within a professional production environment

S6 - The implementation of a complex creative and technical video game production

12. The intended generic learning outcomes

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

T3 - Communicating complex information in a structured and convincing way

T6 - Researching, critical analysis and problem solving skills in a changing and uncertain environment;

T7 - Organising and scheduling resources effectively to a high standard to meet varying constraints

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

13. Indicative Reading List

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

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- *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 other 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: c. 100 hours

Self-Directed: c. 500 hours

Total Study Hours: 600 hours

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

The module is assessed by 100% coursework.

Assignment 1: Project (60%)

The assessment will test Learning outcomes: K1, I1, S1, S2, T1, T2

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%)

The assessment will test Learning outcomes: K1, I1, T3

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.

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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