

1. **Title of the module**
Game Art – Advanced – PRSN7003
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)**
Level 7
4. **The number of credits and the ECTS value which the module represents**
30 credits (15 ECTS)
5. **Which term(s) the module is to be taught in (or other teaching pattern)**
1
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 successful completion of this module, students will have Knowledge & Understanding (K) of...

 1. - Procedural and hand crafted processes and techniques involved in the creation of visually immersive and engaging video games
 2. - The review and exploration of trends in high end games production and the factors that influence the generation of artistic assets
 3. - The relationship between code, design, art and efficient pipelines.

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

 4. - Critically evaluating artistic and technical solutions in relation to complex console and PC level development issues.
 5. - Employing agile practices in a project context distinguishing issues relating to peer schedules and the critical pathways of production

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

 6. - Utilising game engine lighting to reflect design, aesthetic and functional effects of a game level.
 7. - Creating advanced materials and textures within the constraints of console and PC development
 8. - Creating and using art and design bibles for the process of constructing visual tools to inform production and exploring procedural systems for the creation real time content
9. **The intended generic learning outcomes**

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

 1. - Designing, planning and delivering a project that can adapt to meet a strict set of industry

objectives within time and in technical budget

2. - Communicating and presenting to a variety of audiences in a technical and creative context
3. - Briefing and scheduling of peers and providing critical feedback
4. - Research-based problem solving that encompass design, art and technical disciplines

10. A synopsis of the curriculum

This module enables students to develop their understanding of advanced 3D and 2D techniques in the console and PC game space for use in a professional video games environment.

For them to develop a console / PC level with navigation, simple state changes and export to PC format

Outline syllabus:

- Advanced Modelling, Sculpting and retopology tools
- Baking for Advanced texturing and materials
- Procedural and PBS workflows for Advanced Materials and textures
- Advanced Lighting, Environment systems and rendering effects
- Procedural and hand crafted Organic foliage modelling and world building

11. 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.

12. Learning and Teaching Methods

Students taught through direct instruction and supervision of tutors and thorough dedicated online resources in the VLE. Tutors also support practical work and self-directed study.

Skills sessions:	c. 100 hours
Studio:	c. 120 hours
Self-Directed:	c. 80 hours
Total Study Hours:	300 hours

13. Assessment methods

13.1 Main assessment methods

Assignment 1 – Product (60%)

This requires students to conceive and create a small interactive scene or Marquette which will demonstrate a range of skills applied in a typical console environment. Attention to every detail from art direction through to tools, technical choices and an understanding of strict limitations will be paramount to a successful project. The level should be navigable and contain some small dynamic player elements.

Assignment 2 – Retrospective (40%)

This requires students to present their work in a professional context for a group discussion and

feedback. The presentation should be approximately 20 minutes in length. The aim is to provide detailed insight into the tools and techniques they are learning as well as the creative and technical decisions they make. It is expected that they will provide some critical analysis of their own work in the context of current and emerging theory and practice and draw some conclusions from it.

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	8.7	8.8	9.1	9.2	9.3	9.4
Learning/ teaching method												
Skills Sessions	X	X	X	X	X	X	X	X	X	X	X	X
Studio	X	X	X	X	X	X	X	X	X	X	X	X
Self-Directed	X	X	X	X	X	X	X	X	X	X	X	X
Assessment method												
Product	X	X	X	X	X	X	X	X	X	X	X	X
Retrospective	X	X	X	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

Computer animation is by its nature an international discipline, and learning resources, materials and directed learning will include resources, examples and case studies from across the world.

18. Partner College/Validated Institution:

Pearson College London / Escape Studios

19. University School responsible for the programme:

School of Engineering and 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)