

1. Title of the module

Game Art – FX and Technical Art – PRSN7002

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)

2

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 - Dynamics and FX systems in games and VFX
- 2 - Technical systems for real time animation

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

- 3 - Evaluating artistic and technical solutions in relation to creating in game FX
- 4 - Employing optimal production techniques for advanced technical game art

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

- 5 - Creating 2D and 3D content for use in a real-time dynamics systems
- 6 - Applying procedural approaches in different contexts
- 7 - Creating FX solutions for target platforms

9. The intended generic learning outcomes

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

- 1- Communicating and presenting to a variety of audiences in a technical and creative context
- 2 - Research-based problem solving that encompass design, art and technical disciplines

10. A synopsis of the curriculum

Module Specification Template (May 2018)

To develop students understanding of the technical art process in Video Games and create interactive content in a group project.

Outline syllabus:

- Dynamics for Games
- Animation tools
- Materials for FX
- Procedural tools

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

The module is assessed through 100% coursework.

Assignment 1 – Product (60%)

This assessment requires the student to explore the technical aspects of creating FX simulations for games, refining virtual environments via the introduction of FX elements and utilise many approaches in order to create real time FX that meet the desired visual outcomes as specified in the brief whilst being efficient.

Assignment 2 – Presentation (40%)

The assessment requires the student to present their work in a professional context. The aim is to provide detailed insight into the tools and techniques they are learning as well as the creative and technical decisions that they make. It is expected that the student 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. The presentation should be approximately 20 minutes in length.

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	9.1	9.2
Learning/ teaching method									
Skills Sessions	X	X	X	X	X	X	X	X	X
Studio	X	X	X	X	X	X	X	X	X
Self-Directed	X	X	X	X	X	X	X	X	X
Assessment method									
Product	X	X	X	X	X	X	X	X	X
Presentation	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)