

Module Specification

Module Summary Information

1	Module Title	Interactive Entertainment, Development and Implementation
2	Module Credits	20
3	Module Level	5
4	Module Code	MED5189

5	Module Overview
<p>The module is an opportunity to learn about the nature of interaction within game products and experience the challenge and thrill of developing a fun, gaming experience.</p> <p>The ethos of the module is that of a 'Game-jam', where student teams will be tasked with completing a game brief inspired by either; a broad theme, a defined genre or a defined reference product. This project will be small in scope and scale, a micro-project.</p> <p>The video game micro-project will enable students to take a code, art, design or production role within a small development team.</p>	

6	Indicative Content
Lectures Workshops Studio Practice Reviews Tutorials	

7	Module Learning Outcomes
On successful completion of the module, students will be able to:	
	1 Apply creative and/or technical skills to develop an interactive software product.
	2 Demonstrate appropriate team-working and collaboration skills to develop a coherent interactive software product.

8	Module Assessment		
Learning Outcome			
	Coursework	Exam	In-Person
1 & 2	X		

9 Breakdown Learning and Teaching Activities	
Learning Activities	Hours
Scheduled Learning (SL) includes lectures, practical classes and workshops, peer group learning, Graduate+, as specified in timetable	40
Directed Learning (DL) includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE	120
Private Study (PS) includes preparation for exams	40
Total Study Hours:	200