

Module Specification

Module Summary Information

1	Module Title	Professional Practice for Game Development
2	Module Credits	20
3	Module Level	4
4	Module Code	CMP4271

5	Module Overview
<p>This module will help you to develop important academic and professional skills. Team work, project and time management, as well as research, verbal and written communication skills are core skills that a graduate will need to demonstrate. In order to help you develop these types of skills the module will be delivered using a problem based learning approach. Each week you will join a team to explore a topic relating to game design, the game industry or be related employability skills. Each week teams will be rotated which will help you appreciate the importance of collaboration and compromising on differing views as you work together to solve a problem.</p>	

6	Indicative Content
<ul style="list-style-type: none"> • Investigate different game mechanics used in the development of games. • Assess human factors in the development of games. • Team work. • Project management. • Problem solving skills. • Written and oral communication skills. 	

7	Module Learning Outcomes
On successful completion of the module, students will be able to:	
1	Present evidence of being able to design games.
2	Produce a written report on the development of games.
3	Produce evidence describing the range of behavioural skills needed for employability.
4	Formulate academic, personal development and career planning in the context of the Games Industry.

8	Module Assessment		
Learning Outcome			
	Coursework	Exam	In-Person
1-4	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	48	
Directed Learning (DL) includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE	62 Moodle has a set of required pre-sessional and post-sessional activities which are required to be completed each week.	
Private Study (PS) includes preparation for exams	90 In this module guide there is a reading list which provides you with important supplementary information to class contact. Private study should also be used to complete your weekly tasks and complete your final report.	
Total Study Hours:	200	