

<b>Module Title:</b>	Game Design
<b>Language of Instruction:</b>	English
<b>Credits:</b>	5
<b>NFQ Level:</b>	6
<b>Module Delivered In</b>	<a href="#">3 programme(s)</a>
<b>Teaching &amp; Learning Strategies:</b>	As well as traditional lectures the students will prepare and present designs to the class. Group projects and teamwork will feature prominently.
<b>Module Aim:</b>	To introduce the student to the game design and the development process used in the industry.
<b>Learning Outcomes</b>	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	LO1: Appreciate and understand the role of games.
LO2	LO2: Appreciate the process of developing a game.
LO3	LO3: Apply game design/ math / programming skills to produce a game.
<b>Pre-requisite learning</b>	
<b>Module Recommendations</b>	
<i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>	
No recommendations listed	
<b>Incompatible Modules</b>	
<i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>	
No incompatible modules listed	
<b>Co-requisite Modules</b>	
No Co-requisite modules listed	
<b>Requirements</b>	
<i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i>	
No requirements listed	

**Module Content & Assessment**
**Indicative Content**
**Introduction to Gaming**

Reasons for playing; player expectations Analysis of game genres, fundamentals of game design, gameplay elements, Mechanics-Dynamics-Aesthetics.

**Game Design**

In-game puzzles, puzzle domains, varying difficulty, cheats and escape paths, level design, themes, objectives, balanced gameplay, structure and progression.

**Storytelling**

Plot, character development, integrating with gameplay.

**Game Development Cycle**

Development team, Project lifecycle, concept, art bible, design document, project plan, demo stages, testing cycle,

**Game Internals**

Economy, mechanics and Artificial Intelligence

Assessment Breakdown	%
Continuous Assessment	10.00%
Project	70.00%
Practical	20.00%

**Continuous Assessment**

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Practical/Skills Evaluation	Various lab class exercises. Completed in lab	1,2	10.00	n/a

**Project**

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	Design and develop a game.	1,2,3	70.00	Week 11

**Practical**

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Practical/Skills Evaluation	Create interactive animation.	2,3	5.00	Week 2
Practical/Skills Evaluation	Produce a concept document for a game	1,2	5.00	Week 4
Practical/Skills Evaluation	Create keyboard based game	2,3	5.00	Week 5
Practical/Skills Evaluation	Create mouse based game	2,3	5.00	Week 7

No End of Module Formal Examination

SETU Carlow Campus reserves the right to alter the nature and timings of assessment

**Module Workload**

<b>Workload: Full Time</b>		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Lecture	12 Weeks per Stage	2.00
Laboratory	12 Weeks per Stage	2.00
Independent Learning	15 Weeks per Stage	5.13
Total Hours		125.00

**Module Delivered In**

Programme Code	Programme	Semester	Delivery
CW_KCCGD_B	<a href="#">Bachelor of Science (Honours) in Computer Games Development</a>	2	Mandatory
CW_KCIAD_B	<a href="#">Bachelor of Science (Honours) in Computing in Interactive Digital Art and Design</a>	2	Mandatory
CW_KCIAD_D	<a href="#">Bachelor of Science in Computing in Interactive Digital Art and Design</a>	2	Mandatory

**Discussion Note:**

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