

GAME: Game Analytics

Language of Instructive: 6 FrG Level: 8 Module Delivered International Control of Control C	Module Title:			Game Analytics			
NFQ Levei: 8 Module Delivered In 1 programme(s) Teaching & Learning Strategies: The module uses Problem Based Learning (PBL). The students are initially given an induction into this way of learning. Subsequently, they are given a number of team problems to solve. Each student has the opportunity to play different roles within their team. The problems are tackled in a studio environment with supervision and gludance provided by the module tutors. At the end of the cycle, the students present their findings to the tutors and their peers. The students also tackle an individual problem that incorporates all elements from the team problems, along with some new challenges. Module Alm: The module teaches state of the art tools and processes to make data-informed decisions in a team-based environment that iteratively improve the game feel, quality and performance of game systems. Learning Outcomes The module teaches state of the art tools and processes to make data-informed decisions in a team-based environment that iteratively improve the game feel, quality and performance of game systems. LO1 Work in teams to design a gameplay experiment by stating a hypothesis and selecting appropriate metrics to track in real time. LO2 Analyse experimental results to make data-informed decisions. LO3 Identify, track, and resolve issues arising from the analysis of a game system relating to game feel and software quality. Pre-requisite learning for a practical skill) that is recommended before enrolment in this module. No incompatible modules listed Incompatible Modules	Language of Instruction:		n:	English			
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GAME: Game Analytics

Module Content & Assessment

Indicative Content

Data-Driven Decision Making Experiment design. Gathering Telemetry. Quantitative analysis. Qualitative analysis. Making decisions based on data. Making decisions as a team.

Enhancing Game Feel

Improve players tactile, emotional and aesthetic response to a game system through playtesting, iterative refinement and analysis of data.

Quality Assurance

Bug and crash reporting tools. Building on existing codebases. Roles within a team. Ownership and responsibility. Conflict resolution.

Software Optimisation Optimising game systems for performance and efficiency.

Assessment Breakdown	%		
Project	100.00%		

No Continuous Assessment

Project							
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date			
Project	The students will complete a team problem shared across modules. They will play roles based on in the Problem Based Learning (PBL) model. Each problem will be assessed under product and process.	1,2,3	30.00	Week 5			
Project	The students will complete a team problem. They will play roles based on in the Problem Based Learning (PBL) model. Each problem will be assessed under product and process.	1,2,3	30.00	Week 9			
Project	The students will complete an individual problem. The problem will involve the design, implementation and evaluation of a game system or simulation that can be used in the team problem. They will improve their component based on the experience and feedback from the team problem.	1,2,3	40.00	Week 12			

No Practical

No End of Module Formal Examination

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



GAME: Game Analytics

Module Workload Workload: Full Time Average Weekly Learner Workload Workload Type Frequency 12 Weeks per Stage Lecturer-Supervised Learning (Contact) 2.00 12 Weeks per Stage Studio Based Learning 4.00 15 Weeks per Stage Independent Learning 3.53 **Total Hours** 125.00

Module Delivered In								
Programme Code	Programme	Semester	Delivery					
CW_KCCGD_B	Bachelor of Science (Honours) in Computer Games Development	8	Mandatory					