

<b>Module Title:</b>	Games Studies
<b>Language of Instruction:</b>	English
<b>Credits:</b>	10
<b>NFQ Level:</b>	6
<b>Module Delivered In</b>	No Programmes
<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 design process and skills needed to work 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 design process.
LO2	LO2: Communicate and work effectively in a group.
LO3	LO3: Appreciate the elements involved in designing a game.
LO4	LO4: Apply game design/ math / programming skills to solve game-play problems
<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
<b>Soft skills</b> Time management, communication skills, feedback delivery
<b>Teamwork</b> Team members, roles and responsibilities, meeting facilitation.
<b>Presenting Skills</b> Slide deck composition. Presentation delivery. Material production
<b>Introduction to Gaming</b> Reasons for playing; player expectations Analysis of game genres, fundamentals of game design, gameplay elements, Mechanics-Dynamics-Aesthetics.
<b>Game Design</b> In-game puzzles, puzzle domains, varying difficulty, cheats and escape paths, level design, themes, objectives, balanced gameplay, structure and progression.
<b>Storytelling</b> Plot, character development, integrating with gameplay.
<b>Game Development Cycle</b> Development team, Project lifecycle, concept, art bible, design document, project plan, demo stages, testing cycle,
<b>Game Internals</b> Economy, mechanics and Artificial Intelligence

Assessment Breakdown	%
Continuous Assessment	20.00%
Project	60.00%
Practical	20.00%

Continuous Assessment				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Practical/Skills Evaluation	Various lab class exercise, concept doc, design doc, game code. Completed in lab	1,2,3	20.00	n/a

Project				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	Design and test a board game mod	1,2,3	15.00	Week 7
Project	Create concept and design documents for a derivative game. (Asteroids)	1,2,3	15.00	Week 20
Project	Create the game specified in the design document in a group of 4.	1,2,3,4	30.00	Week 27

Practical				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Practical/Skills Evaluation	Present students work to the class and provide feedback on same.	1,2,3,4	20.00	n/a

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	Every Week	2.00
Laboratory	Every Week	2.00
Independent Learning	Every Week	3.00
Total Hours		7.00

Discussion Note:	TEST
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