Module Title:	Game Design
Language of Instruction:	English

Credits:	5

NFQ Level:	6

Module Delivered In	3 programme(s)

Teaching & Learning Strategies:	As well as traditional lectures the students will prepare and present designs to the class. Group projects and teamwork will feature prominently.

Module Aim:	To introduce the student to the game design and the development process used in the industry.

Learning Outcomes	
On successful completion of this module the learner should be able to:	
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.

Pre-requisite learning	
Module Recommendations *This is prior learning (or a practical skill) that is recommended before enrolment in this module.*	
No recommendations listed	
Incompatible Modules *These are modules which have learning outcomes that are too similar to the learning outcomes of this module.*	
No incompatible modules listed	
Co-requisite Modules	
No Co-requisite modules listed	
Requirements *This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.*	
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

Workload: Full Time		
Workload Type	*Frequency*	*Average Weekly Learner Workload*
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	Bachelor of Science (Honours) in Computer Games Development	2	Mandatory
CW_KCIAD_B	Bachelor of Science (Honours) in Computing in Interactive Digital Art and Design	2	Mandatory
CW_KCIAD_D	Bachelor of Science in Computing in Interactive Digital Art and Design	2	Mandatory

Discussion Note:	TEST

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_KCCGD_B	Bachelor of Science (Honours) in Computer Games Development		
CW_KCIAD_B	Bachelor of Science (Honours) in Computing in Interactive Digital Art and Design		