GAME: Game Analytics

Module Title:	Game Analytics
Language of Instruction:	English

Credits:	5

NFQ Level:	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 guidance 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 Aim:	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	
On successful completion of this module the learner should be able to:	
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
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

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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

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Module Workload

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