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|--|--|---------------|--|
| Module Title: | Games Studies | | |
| Language of Instruction: | English | | |
| Credits: | 10 | | |
| NFQ Level: | 6 | | |
| Module Delivered In | No Programmes | | |
| Teaching & Learning Strategies: | As well as traditional lectures and discussion groups, the students prepare and presents designs to the class. Group projects and teamwork will feature prominently. | | |
| Module Aim: | To introduce the student to game design and working effectively in the game's industry. | | |
| Learning Outcomes | | | |
| On successful completion of this module the learner should be able to: | | | |
| LO1 | Identify and appraise the elements that make up a game; | | |
| LO2 | Understand the elements involved in designing a game. | | |
| LO3 | Appreciate the dynamics of a game development team; | | |
| LO4 | Be familiar with the business model and practices of the industry; | | |
| 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. | | | |
| 6546 | GAME H1201 | Games Studies | |
| 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,

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.

Development Cycle

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

Game Internals, economy and mechanics Artificial Intelligence:

Goals of game AI, Game reviews and review techniques,

Introduction to HCI:

Interface design, controllers, user experience.

Games and Society

Games & Society, gender, ethical & political issues, violence levels, audience age.

Games Industry

The games industry, licences, intellectual property, product marketing, distribution channels, producer/developer relationship.

Work Skills

Presentations, technical writing, teamwork, roles and responsibilities, time management, communication.

| Assessment Breakdown | % |
|----------------------------------|--------|
| Project | 40.00% |
| Practical | 20.00% |
| End of Module Formal Examination | 40.00% |

No Continuous Assessment

Project

| Assessment Type | Assessment Description | Outcome addressed | % of total | Assessment Date |
|-----------------|--|-------------------|------------|-----------------|
| Project | They will propose, design and create a large scale game as a group | 3,4 | 40.00 | n/a |

Practical

| Assessment Type | Assessment Description | Outcome addressed | % of total | Assessment Date |
|-----------------------------|--|-------------------|------------|-----------------|
| Practical/Skills Evaluation | The students will be involved in a number of team based projects including the development of a board game, multiple game designs presentations. | 1,2 | 20.00 | n/a |

End of Module Formal Examination

| Assessment Type | Assessment Description | Outcome addressed | % of total | Assessment Date |
|-----------------|------------------------|-------------------|------------|-----------------|
| Formal Exam | No Description | 1,2,3,4 | 40.00 | End-of-Semester |

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

Module Workload

| Workload: Full Time | | |
|----------------------------|--------------------|--|
| <i>Workload Type</i> | <i>Frequency</i> | <i>Average Weekly Learner Workload</i> |
| Lecture | 30 Weeks per Stage | 3.00 |
| Laboratory | 30 Weeks per Stage | 2.00 |
| Estimated Learner Hours | 30 Weeks per Stage | 2.00 |
| Total Hours | | 210.00 |

