

Module Title:	Games Studies
Language of Instruction:	English
Credits:	10
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 design process and skills needed to work in the industry.
Learning Outcomes	
<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
Pre-requisite learning	
Module Recommendations <i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>	
No recommendations listed	
Incompatible Modules <i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>	
No incompatible modules listed	
Co-requisite Modules	
No Co-requisite modules listed	
Requirements <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
Soft skills Time management, communication skills, feedback delivery
Teamwork Team members, roles and responsibilities, meeting facilitation.
Presenting Skills Slide deck composition. Presentation delivery. Material production
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	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

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

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_KCCGD_B	Bachelor of Science (Honours) in Computer Games Development	1	Mandatory
CW_KCIAD_B	Bachelor of Science (Honours) in Computing in Interactive Digital Art and Design	1	Mandatory
CW_KCIAD_D	Bachelor of Science in Computing in Interactive Digital Art and Design	1	Mandatory

Discussion Note:	TEST
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