

Module Details	
Module Title	History and Conventions of Computer Games
Module Code	GAV4002-B
Academic Year	2020/1
Credits	20
School	Department of Media Design and Technology
Subject Area	Games, Animation and Visual Effects
FHEQ Level	FHEQ Level 4
Pre-requisites	N/A
Co-requisites	N/A

Contact Hours	
Type	Hours
Laboratories	24
Lectures	18
Tutorials	6
Directed Study	152

Availability	
Occurrence	Location / Period
BDA	University of Bradford / Semester 2

Module Aims
To provide an overview of the history of computer games and an introduction to the techniques, practices, technology, and conventions of the design of such interactive and playable systems.

Outline Syllabus
Introducing the games industry and its history; Game development as a process; Game design principles and conventions of the following genres: Action, Strategy, Adventure, RPG, Sports, Simulations, Puzzle games; Game level design; Motivation, reward and punishment in game design; Scenario, character and plot development in game design; Industry standard game development document features and use; Technical tools for creating a game level in a current industry game editor.

Learning Outcomes	
Outcome Number	Description
01	(i) understand the key concepts of computer games as a medium and as an industry; (ii) describe the design and production processes and technologies of such systems; (iii) compare and contrast the features of different game genres.
02	(i) demonstrate the application of the key elements of a computer game; (ii) design and produce an element of an interactive system or video game; (iii) use a game development tool.
03	Understand the basic concepts of product and project management within a digital development environment.

Learning, Teaching and Assessment Strategy
<p>The module will be delivered through a combination of lectures and seminars, with practical laboratory sessions included. Knowledge gained will be explored in seminar discussions and practical exercises, backed up by directed reading. Practical skills are assessed in the project whilst knowledge and understanding are assessed in the report. Supplementary assessment is to repair deficiency in original submission.</p> <p>Module will be conducted from January 2021 for Semester 2. Elements of the module may be delivered face-to-face or online in accordance with the relevant contemporary guidance from the Government or University on the coronavirus pandemic.</p>

Mode of Assessment				
Type	Method	Description	Length	Weighting
Summative	Coursework	Report (1500 words) on game level	N/A	50%
Summative	Coursework	Produce a game level (of up to 10 minutes of total play time)	10 mins	50%

Reading List
To access the reading list for this module, please visit https://bradford.rl.talis.com/index.html

Please note:

This module descriptor has been published in advance of the academic year to which it applies. Every effort has been made to ensure that the information is accurate at the time of publication, but minor changes may occur given the interval between publishing and commencement of teaching. Upon commencement of the module, students will receive a handbook with further detail about the module and any changes will be discussed and/or communicated at this point.