UNIVERSITY OF THE WEST OF SCOTLAND
MODULE DESCRIPTOR

1.	**Title of Module: Games Technology Project**

2.	**Code:** COMP09042	**SCQF Level:** 09 (Scottish Credit and Qualifications Framework)	**Credit Points:** 20	**ECTS:** 10 (European Credit Transfer Scheme)
3.	**School:**	School of Computing		
4.	**Module Co-ordinator:**	John Sutherland		

5.	**Summary of Module:**
	This is a core module for the BSc Computer Games Technology programme and provides an opportunity for students to work in groups to produce a one-level 3D prototype computer game. For students aiming to gain employment in the games industry the module provides a real chance to develop a valuable portfolio piece to show potential employers. In working on their project in small groups, students will undertake a series of activities related to the planning, design, implementation, testing and critical evaluation of computer games. Each group is allocated a supervisor with whom they maintain frequent and regular contact so that the necessary technical and organisational assistance can be obtained. It is expected that groups will develop their game in a professional manner, and that the module will provide an insight into how teams in the industry work. Normally, the starting point for the project will be derived from the coursework completed in the module, Advanced Games Programming. Where possible, teams will also be allocated a mentor – an individual currently employed in game development who will discuss plans and processes with students on an irregular basis. Students produce a written report of the project work, document the design and implementation of the games, and critically evaluate the work done and the game that has been produced.

6.	**Learning Outcomes:**
	At the end of this module the student will be able to: L1. To plan, design and produce computer games and related documents according to specified requirements. L2. To demonstrate knowledge of project management appropriate to the area of computer games technology. L3. Demonstrate understanding and appreciation of software development techniques appropriate to the area of computer games technology. L4. L5. (N.B. The above learning outcomes should relate to SCQF Level Descriptors referred to within Section 7.)

7.	**Employability Skills and Personal Development Planning (PDP) Skills:**	
	***SCQF Headings**	During completion of this module, there will be an opportunity to achieve core skills in:
	Knowledge and Understanding (K & U)	A broad and integrated knowledge and understanding of the objectives and core techniques of project management and software development for digital games.
	Practice: Applied	Apply a variety of mainstream and specialized techniques to plan

	Knowledge and Understanding	and execute a digital entertainment project, making provision for unpredictable outcomes and developing strategies for responding.
	Generic Cognitive Skills	The coursework will require participants to engage with the material, recognize problem situations, then select and critically apply appropriate management methodologies and problem solving abilities.
	Communication, ICT and Numeracy Skills	The coursework will require students to perform calculations, and communicate their designs and project management processes internally within the team and externally to their supervisor (and potentially mentor).
	Autonomy, Accountability and Working with others	The group based coursework elements will require students to collaborate with shared and individual responsibilities and accountability for their final submission.
	(N.B. *Refer to www.scqf.org.uk website for further details relating to the SCQF Level Descriptors)	

8.	**Pre-requisites:**	Before undertaking this module the student should have undertaken the following:	
		Module Code: None Other:	Module Title: Computer Games Design Advanced Games Programming
	Co-requisites:	Module Code: None	Module Title: None

9.	**Learning and Teaching:**	
	The project work for this module is performed in small groups. Lectures will be used to give a brief overview of project management tools and techniques relevant to the project work. Tutorials will be used to establish the teams and provide support in setting project objectives, and to identify an appropriate supervisor and, where possible, mentor for the group. Groups will meet regularly with their supervisor, and when possible with their mentor, to review progress, discuss options and seek advice. Completing the module is likely to involve students engaging in independent study of specialist techniques and technologies required to implement the particular game design that the group have produced.	
	Learning Activities/Categories: During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	**Student Learning Hours** (Normally totaling 200 hours): (Note: Learning hours include both contact hours and hours spent on other learning activities)
	Lectures	12
	Tutorials	6
	Supervisor/Mentor Meetings	10
	Team Coursework & Reports	102
	Independent Study and Revision	70
		200 Hours Total

10.	**Assessment:** (also refer to Assessment Outcomes Grids at end of document)
	Assessment will be based on a group-based software development project and report worth 80% of the final mark. The report must identify each individual's contribution and individual marks will be graded accordingly. A project plan, prepared by the group, will be worth 10% of the final mark. A test plan and software testing report will be worth a final 10% of the final mark. (N.B. (i) Three Assessment Outcomes Grids for the module (one for each main assessment category) can be found at the end of this descriptor which clearly demonstrate how the learning outcomes of the module will be assessed. (ii) An indicative schedule listing approximate times within the academic calendar when assessment is likely to feature will be provided within the Student Handbook.)

11.	**Equality and Diversity:**
	This module is appropriate for any student. Projects are most likely to include use of computer graphics, though alternative plans will be developed in consultation with the university and school Enabling Support co-ordinators where necessary. (N.B. Every effort will be made by the University to accommodate any equality and diversity issues brought to the attention of the School)

12.	****Indicative Resources:** (eg. Core text, journals, internet access)
	The following materials form recommended underpinning for the module content and ultimately for the learning outcomes: *OpenGL Programming Guide, Shreiner et al * opengl.org * Rollings, A. & Adams, E. (2003), Andrew Rollings and Ernest Adams on Game Design, edn 2, New Riders, £39 or less (see amazon and abebooks) *Hughes & Cotterell (2005) Software Project Management, 4th Ed., McGraw-Hill. (**N.B. Although reading lists should include current publications, students are advised (particularly for material marked with an asterisk*) to wait until the start of session for confirmation of the most up-to-date material)

13.	**Attendance Requirements:**
	Normal University Regulations apply. Refer to Regulation 5.7 for further details.

14	**Campus(s) for Module Delivery:**					
	The module will normally be offered on the following campuses / or by Distance Learning (D/L) (ie.Virtual Campus): (Provided viable student numbers permit)					
	Paisley:	Ayr:	Crichton:	Hamilton:	D/L Virtual Campus:	Other: (Please specify)
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15.	**Course Reference Numbers (CRNs):** (if known)					
	Paisley:	Ayr:	Crichton:	Hamilton:	D/L Virtual Campus:	Other: (Please specify)

16.	Trimester(s) for Module Delivery:					
08/09	Trimester 1 (Session 2008/09)	No	Trimester 2 (Session 2008/09)	Yes	Trimester 3	No

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17.	**Learning and Teaching Committee (LTC)**	Computing Science
18.	**Assessment Results (Pass / Fail)**	Please confirm if the Pass/Fail decision will be used? (This will only apply in exceptional cases where the usual A-E Grading system is deemed inappropriate) No (delete as appropriate)
19.	**Subject Panel**	Computing Science (Years 3 & 4)
20.	**Moderator**	Professor Thomas Connolly.
21.	**External Examiner**	Professor A Taleb-Bendiab.
22.	**Accreditation Details**	Not applicable.
23.	**Changes / Version Number**	Version 1.0 (i.e. Identify amendments made since last revision)

Assessment Outcomes Grids (referred to within Section 10)

ASSESSMENT CATEGORY 1	Learning Outcome (Identified in Section 8) (Where less than 5 Learning Outcomes exist, please enter N/A where appropriate)	Learning Outcome (1)	Learning Outcome (2)	Learning Outcome (3)	Learning Outcome (4)	Weighting (%) of Assessment Element	Timetabled Contact Hours
	Other, Please specify: Practical group project	✓	✓	✓	N/A	80%	

ASSESSMENT CATEGORY 2	Learning Outcome (Identified in Section 8) (Where less than 5 Learning Outcomes exist, please enter N/A where appropriate)	Learning Outcome (1)	Learning Outcome (2)	Learning Outcome (3)	Learning Outcome (4)	Weighting (%) of Assessment Element	Timetabled Contact Hours
	Written Assignment	✓	✓	✓	N/A	10%	
	Written Assignment	✓	✓	✓	N/A	10%	