

History and Conventions of Computer Games

Module Code:	GAV4002-B
Academic Year:	2018-19
Credit Rating:	20
School:	Department of Media Design and Technology
Subject Area:	Games, Animation and Visual Effects
FHEQ Level:	FHEQ Level 4

Pre-requisites:

Co-requisites:

Contact Hours

Type	Hours
Lectures	12
Tutorials	12
Laboratory	24
Directed Study	152

Availability Periods

Occurrence	Location/Period
BDA	University of Bradford / Semester 2 (Feb - May)

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 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.

Module Learning Outcomes

On successful completion of this module, students will be able to...

- 1
 - (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.
- 2
 - (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.
- 3
 - (i) understand the basic concepts of product and project management within a digital development environment.

Learning, Teaching and Assessment Strategy

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. . Knowledge is tested in the classroom test, 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.

Mode of Assessment

Type	Method	Description	Length	Weighting	Final Assess'
Summative	Coursework	Report on game level (2000 words)	-2000 words	50%	No
Summative	Coursework	Produce a game level		50%	Yes

Legacy Code (if applicable)

EM-0129D

Reading List

To view Reading List, please go to [rebus:list](#).