

Module Details	
Module Title:	Play Theory and Practice
Module Code:	GAV4014-B
Academic Year:	2019-20
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	6
Practical classes and workshops	12
Tutorials	6
Directed Study	176

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

Module Aims
This module aims to provide a conceptual framework for games students. It will provide the core understanding of why people play and how play can manifest itself in formalised games. It will allow students to explore concepts of play through practical activities including playing traditional (non-digital) games and the developing new game ideas.

Outline Syllabus
• Play theory • Concepts of Fun • Psychology of play

- Forms of play
- Ideas of gameplay
- Traditional games

Learning Outcomes

1	Identify key concepts and characteristics of play
2	Write a pitch and outline for a potential game
3	Produce an original non-digital game concept
4	Provide high quality constructive criticism of games

Learning, Teaching and Assessment Strategy

The module will be delivered through a combination of lectures and seminars, with practical workshop sessions included. Knowledge gained will be explored in seminar discussions and practical exercises, backed up by directed reading.

Learning activities include:

- Playing traditional games
- Rapid prototyping workshops

Formative Assessments

- Initial verbal pitch from each pair of students
- Written game outline and description

Summative Assessments

- An original non-digital game with written instructions (70%)
- Individual reflective report describing the game play from observational testing (30%)

Supplementary assessment is to describe and critique an original non-digital game idea.

Mode of Assessment

Type	Method	Description	Length	Weighting
Formative	Presentation	Verbal pitch of initial game idea	5 minutes	%
Referral	Coursework	Written description and critique of an original non-digital game concept	-2000 words	100%
Summative	Coursework	Written critique	-1000 words	30%
Summative	Coursework	Traditional game with written instructions		70%
Formative	Coursework	Written game outline	-300 words	%

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.