F21GD Masters Project in Games

**COURSE DETAILS**

- **Course Code:** F21GD
- **Full Course Title:** Masters Project in Games
- **SCQF Level:** 11
- **SCAF Credits:** 60
- **Available as Elective:** No

**DEVELOPMENT LEVEL**

- **Undergraduate:** No
- **Postgraduate Taught:** Yes
- **Postgraduate Research:** No

**COURSE AIMS**

The main aim of this course is to provide the student with an opportunity to produce a complete game or innovative game mechanic that demonstrates a game design concept that challenges established designs and innovates in the area. Furthermore, this course aims to give the student the opportunity to execute a significant practical investigation, development work, and the promotion of exploration, exploitation, and enterprise of games concepts.

**LEARNING OUTCOMES – SUBJECT MASTERY**

- Critical understanding of the specialised area of interactive games including principal theories and key concepts.
- Critical knowledge and skills in the application of design, development, evaluation, production, and product release techniques in the wide area of digital games.

- Research and reflection on solutions for completing a game project.
- Enquiry and research on different platforms and release venues for the digital distributions of games.

**LEARNING OUTCOMES – PERSONAL ABILITIES**

- Take professional responsibility and develop professional know-how in their own work.
- Interface and interact professionally with various industrial bodies and communities.

- Develop original and creative responses to queries and provide solutions.
- Act and work professionally in a creative studio environment.

- Communicate project and complex concepts with peers, senior colleagues and specialists verbally and visually.
- Apply critical analysis, evaluation and synthesis to advanced or specialised topics.

**SYLLABUS**

The game project will involve the following activities of the work to achieve the aims of the course and allow students to create a game:
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- review of related design ideas and development prototypes work,
- finalising a specification for completing and releasing a game,
- creation of a personal strategy to fulfil the design and development objectives,
- implementation of the various components, mechanics and aesthetics,
- iterative evaluation and analysis of feedback for the final project,
- evaluation of the commercial feasibility of the project output,
- reporting and presentation of the game project.

COURSE RELATIONSHIPS

N/A

LOCATION AND ASSESSMENT METHODS

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