COURSE DETAILS

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

DELIVERY 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 existing designs and innovates in the area. Furthermore, this course aims to give 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:
F21GD Masters Project in Games

- 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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