MODULE DESCRIPTOR

Module Title

Game Design and Gameplay

Reference	CM2120	Version	1
Created	October 2023	SCQF Level	SCQF 8
Approved	July 2018	SCQF Points	15
Amended	March 2021	ECTS Points	7.5

Aims of Module

This module aims to provide students with a comprehensive understanding of the principles and techniques essential for effective game design. Through theoretical exploration, hands-on exercises, and analysis of existing games, students will develop the knowledge and skills required to conceptualise, create, and refine engaging gameplay experiences across various genres and platforms.

Learning Outcomes for Module

On completion of this module, students are expected to be able to:

1	Adapt foundational principles of game design, including player motivation, game mechanics, and player feedback loops.
2	Categorise existing games to understand how game systems and mechanics contribute to player engagement and satisfaction.
3	Undertake the development of an original game concept incorporating consideration for innovative mechanics, player objectives, and narrative elements.
4	Combine user centred design principles to ensure intuitive, enjoyable, and accessible gameplay experiences for a diverse audience.
5	Practice playtesting and iterative design processes to refine game mechanics, difficulty levels, and player progression for optimal player satisfaction.

Indicative Module Content

Game Design; Definitions, roles, history. Fundamentals; Player motivation and psychology, MDA framework, feedback loops and reward. Game Mechanics Analysis; Player experience, analysing game systems, rules, interactions and key mechanics. Conceptualising Gameplay Experiences; Ideation techniques, defining player objectives, challenge, narrative elements and storytelling. User-Centred Design Principles; Player personas, user profiles, usability testing and player feedback, accessibility. Balancing; Playtesting, monetisation, iteration, player progression and difficulty, cohesive experience. Prototyping; Tools, functional prototypes, player control and interaction. Presentation; Showcasing, critique, adaptive gameplay and appraisal.

Module Delivery

Key concepts are introduced and illustrated through lectures. In the laboratories the students will progress through a series of practical exercises and insightful discussions in order to develop sufficient knowledge and practice of effective game design and gameplay.

Indicative Student Workload

Indicative Student Workload	Full Time	Part Time
Contact Hours	30	N/A
Non-Contact Hours	120	N/A
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	150	N/A
Actual Placement hours for professional, statutory or regulatory body		

ASSESSMENT PLAN

If a major/minor model is used and box is ticked, % weightings below are indicative only.

Component 1

Type:	Coursework	Weighting:	100%	Outcomes Assessed:	1, 2, 3, 4, 5

Description: Coursework that includes a combination of game design documentation and prototype demonstration. There will also be reporting that performs a critical analysis of existing, relevant games in the context of the module.

MODULE PERFORMANCE DESCRIPTOR

Explanatory Text

The calculation of the overall grade for this module is based on 100% weighting of Component 1. An overall minimum grade D is required to pass the module.

Module Grade	Minimum Requirements to achieve Module Grade:
A	To achieve an A, the student needs to achieve an A in Component 1
B	To achieve a B, the student needs to achieve a B in Component 1
C	To achieve a C, the student needs to achieve a C in Component 1
D	To achieve a D, the student needs to achieve a D in Component 1
E	To achieve an E, the student needs to achieve an E in Component 1
F	To achieve an F, the student needs to achieve an F in Component 1
NS	Non-submission of work by published deadline or non-attendance for examination

Module Requirements

Prerequisites for Module	None.
Corequisites for module	None.
Precluded Modules	None.

INDICATIVE BIBLIOGRAPHY

1	Salen Tekinbas, K., & Zimmerman, E. (2020). Rules of Play: Game Design Fundamentals (2nd ed.). The MIT Press.
2	Juul, J. (2020). Handmade Pixels: Independent Video Games and the Quest for Authenticity. The MIT Press.
3	Fullerton, T. (2020). Game Design Workshop: A Playcentric Approach to Creating Innovative Games (4th ed.). CRC Press.
4	Schell, J. (2021). The Art of Game Design: A Book of Lenses (3rd ed.). CRC Press.
5	Sheldon, L. (2021). Character Development and Storytelling for Games (2nd ed.). CRC Press.