MODULE DESCRIPTOR

Module Title

Quality Assurance for Games

Reference	CM2122	Version	1
Created	October 2023	SCQF Level	SCQF 8
Approved	August 2017	SCQF Points	15
Amended	July 2022	ECTS Points	7.5

Aims of Module

The aim of this module is to provide students with a comprehensive understanding of quality assurance processes and techniques specifically tailored to the game development industry. Through theoretical exploration and hands-on application, students will gain the knowledge and skills necessary to effectively ensure the quality, functionality, and user experience of games.

Learning Outcomes for Module

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

1	Distinguish quality assurance methodologies unique to the game development process.
2	Undertake diverse testing protocols, including functionality, compatibility, performance, and user experience testing.
3	Arrange detailed test plans, test cases, and comprehensive reports to track and communicate testing progress and outcomes.
4	Rate user experience aspects, including gameplay mechanics, controls, and overall immersion, to enhance player satisfaction.

Indicative Module Content

Human factors and user requirements, design culture and technology, user centred design, accessibility and compensatory strategies, social, political and economic factors, current professional practice in design.

Module Delivery

Key concepts are introduced and illustrated through lectures and practical labs. Through a combination of theory, practical exercises, and collaborative projects, students will gain the expertise necessary to excel in the field of quality assurance for games.

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

Description: This coursework involves students using UCD techniques to design a real application.

MODULE PERFORMANCE DESCRIPTOR

Explanatory Text

The calculation of the overall grade for this module is based on 100% weighing of C1. An overall minimum grade D is required to pass the module.

Module Grade	Minimum Requirements to achieve Module Grade:
A	The student needs to achieve an A in C1.
B	The student needs to achieve an B in C1.
C	The student needs to achieve an C in C1.
D	The student needs to achieve an D in C1.
E	The student needs to achieve an E in C1.
F	The student needs to achieve an F in C1.
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	NORMAN, D., 2013. The Design of Everyday Things, revised and expanded edition. MIT Press.
2	KRUG, S., 2013. Don?t Make Me Think: A Common Sense Approach to Web Usability. New Riders.
3	SHNEIDERMAN, B. et al., 2013. Designing the User Interface: Strategies for Effective Human-Computer Interaction. Pearson.
4	COOPER, R., 2007. Design for Inclusivity: A Practical Guide to Accessible, Innovative and User-Centred Design. Gower.
5	COLEMAN, B. and GOODWIN, D., 2017. Designing UX: Prototyping: Because Modern Design is Never Static. Sitepoint.