



HNC / HND / BA COMPUTER GAMES DESIGN

Module Scheme of Work

Module:		Game Theory & Design	
Level:		5	
Semester:		1	
Academic Session:		2026-27	
Week		Session 1: Mondays 2pm-4pm / Tutor: Rich Morgan	Session 2: Tuesdays 2pm-4pm / Tutor: Rich Morgan
Week 0	9/21/2026	Induction week	Induction week
Week 1	9/28/2026	Introduction to Module and Assessment Hand-Out	Pitch Presentations
Week 2	10/5/2026	The Player's Expectations: What Players Want	The Player's Expectations: What Players Expect
Week 3	10/12/2026	Gameplay	Practical: Gameplay
Week 4	10/19/2026	Commonly Used Challenges (Part 1)	Practical: Common Challenges 1
Week 5	10/26/2026	Commonly Used Challenges (Part 2)	Practical: Common Challenges 2
Week 6	11/2/2026	The Hierarchy of Challenges	Practical: Challenge Hierarchy
Week 7	11/9/2026	Stress	Practical: Stress
Week 8	11/16/2026	Reading Week	
Week 9	11/23/2026	Actions	Practical: Actions
Week 10	11/30/2026	Game Prototyping	Workshop: Building A Game Prototype
Week 11	12/7/2026	Playtesting	Workshop: Playtesting Session
Holidays - Start: 14/12/26 End: 03/01/27			
Week 12	1/4/2027	Module Recap and Feedback	Assessment 1 Hand-In: Thursday 7 January 2027
Week 13	1/11/2027	Semester 1 Assessment / Exam Period	Assessment 2 Hand-In: Thursday 14 January 2027
Week 14	1/18/2027	Semester 1 Assessment / Exam Period	Semester 1 Assessment / Exam Period