



HNC / HND / BA COMPUTER GAMES DESIGN

Module Scheme of Work

Module:		ACCA5035 Changemakers: Building Your Personal Brand For Sustainable Employment	
Level:		5	
Semester:		1	
Academic Session:		2023-24	
Week	Date	Session 1: Tuesdays 4pm-6pm / Tutor: Rich Morgan	Session 2: Thursdays 1pm-3pm / Tutor: Rich Morgan
Week 0	25/09/2023	Induction week	Induction week
Week 1	02/10/2023	Introduction to Module and Assessment Brief 1 Overview	What Defines You? (Part 1)
Week 2	09/10/2023	What Defines You? (Part 2)	Passion and Perseverance
Week 3	16/10/2023	Brand Identity - Logo Design and Development	Workshop: Developing a Brand Identity
Week 4	23/10/2023	Website Guidance and Creation	Networking
Week 5	30/10/2023	Reflection and Overview for Course Content	Submission: Website and Write-Up
Week 6	06/11/2023	Reading Week / Mid Assessment Point	
Week 7	13/11/2023	Assessment Brief 2 Overview	Dropping In: A Brief Examination of Fortnite
Week 8	20/11/2023	Using Unreal Engine 5 for Fortnite: Introduction	Using Unreal Engine 5 for Fortnite: Importing Assets
Week 9	27/11/2023	Motion Graphic Sequences: Case Studies and Purpose	Workshop: Developing a Motion Graphic Sequence
Week 10	04/12/2023	3D Asset Revision: Efficient Modelling Techniques	3D Asset Revision: UV Unwrapping
Week 11	11/12/2023	Reflection and Overview for Course Content	Submission: Logo Designs, Fortnite Portfolio / Motion Graphic Sequence
Holidays - Start: 18/12/2023 End:01/01/2024			
Week 12	08/01/2024	Semester 1 Assessment / Exam Period	
Week 13	15/01/2024	Semester 1 Assessment / Exam Period	
Week 14	22/01/2024	Final Year Interim Vivas	