



BA COMPUTER GAMES DESIGN

Module Scheme of Work

Module:		Game Design and History	
Level:		4	
Semester:		1	
Academic Session:		2021-22	
Week	Date	Monday 11am-1pm / Rich Morgan	Thursday 11am-1pm / Rich Morgan
Week 0	20/09/2021	Induction week	Induction week
Week 1	27/09/2021	Intro to module & Assessment Brief hand-out	
Week 2	04/10/2021	Game Design 01 - Introduction to Game Quality and Design	Game History 01: 1958-1979
Week 3	11/10/2021	Game Design 02 - Game Design Documents	Game History 02 - Early 80s and Crash of 1983
Week 4	18/10/2021	Game Design 03 - How Games Entertain	Game History 03 - Mid to Late 1980s
Week 5	25/10/2021	Review Session	Game History 04 - Early 1990s
Week 6	01/11/2021	Game Design 04 - Challenge and Play	Game History 05 - Mid to Late 1990s
Week 7	08/11/2021	Game Design 05 - Conflict and Choice	Game History 06 - Early to Mid 2000s
Week 8	15/11/2021	Game Design 06 - Structure and Flow	Game History 07 - Mid To Late 2000s
Week 9	22/11/2021	Review Session	Game History 08 - The 2010s
Week 10	29/11/2021	Game Design 07 - Idea Generation	Assessment Hand-In 1: Game Design Document
Week 11	29/11/2021	Game Design 08 - Games and Society: Controversial Games	Game History 09 - Arcade Games 1
Week 12	06/12/2021	Review session	Game History 10 - Arcade Games 2
Holidays - Start: 11/12/2021 End:03/01/2022			
Week 13	03/01/2022	Review Session	Review Session
Week 14	10/01/2022	Review Session	Assessment Hand In 2: Game Review
Week 15	17/01/2022	No taught session	No taught session