



HNC / HND / BA COMPUTER GAMES DESIGN

BSc COMPUTER GAMES DEVELOPMENT

Module Scheme of Work

Module:		Game Design & History	
Level:		4	
Semester:		1	
Academic Session:		2026-27	
Week		Session 1: Thursdays 9am-11am / Tutor: Rich Morgan	Session 2: Fridays 3:30pm-5:30pm / Tutor: Rich Morgan
Week 0	21/09/2026	Induction week	Induction week
Week 1	28/09/2026	Intro to Module and Assessment 1 & 2 Hand-Out	Game History 01: 1958-1979
Week 2	05/10/2026	Game Design 01 - Introduction to Game Quality & Design	Game History 02 - Early 80s and the Crash of 1983
Week 3	12/10/2026	Game Design 02 - How Games Entertain	Game History 03 - Mid to Late 1980s
Week 4	19/10/2026	Game Design 03 - Game Design Documents	Game History 04 - Early 1990s
Week 5	26/10/2026	Review Session: Assessment Progress / Q&A	Game History 05 - Mid to Late 1990s
Week 6	02/11/2026	Game Design 04 - Challenge & Play	Game History 06 - Early 2000s
Week 7	09/11/2026	Game Design 05 - Conflict and Choice	Game History 07 - Mid to Late 2000s
Week 8	16/11/2026	Reading Week	
Week 9	23/11/2026	Review Session: Assessment Progress / Q&A	Game History 08 - The 2010s
Week 10	30/11/2026	Game Design 06 - Structure and Flow	Game History 09 - Arcade Games 1
Week 11	07/12/2026	Game Design 07 - Controversial Games	Game History 10 - Arcade Games 2
Holidays - Start: 14/12/26 End: 03/01/27			
Week 12	04/01/2027	Review Session: Assessment Progress / Q&A	Review Session: Assessment Progress / Q&A
Week 13	11/01/2027	Assessment 1 Submission: Monday 11 January 2027	Semester 1 Assessment / Exam Period
Week 14	18/01/2027	Assessment 2 Submission: Monday 18 January 2027	Semester 1 Assessment / Exam Period