



# HNC / HND / BA COMPUTER GAMES DESIGN

## Module Scheme of Work

| Module:                                | ACCA4041 Games for Positive Impact    |                                                                              |
|----------------------------------------|---------------------------------------|------------------------------------------------------------------------------|
| Level:                                 | 4                                     |                                                                              |
| Semester:                              | 2                                     |                                                                              |
| Academic Session:                      | 2025-26                               |                                                                              |
| Week                                   | Weekly Session 1                      | Weekly Session 2                                                             |
| Week 1                                 | Introduction to Module and Assessment | Module & Assessment Q & A for Students / Assessment Idea Generation          |
| Week 2                                 | GPI 1A: Games and Education           | Games & Education Practical Demos / Assignment Workshop Time                 |
| Week 3                                 | GPI 1B: Gamification                  | Gamification Practical Demos / Assignment Workshop Time                      |
| Week 4                                 | GPI 2A: Health and Fitness            | Health and Fitness Practical Demos / Assignment Workshop Time                |
| Week 5                                 | GPI 2B: Cultural Representation       | Cultural Representation Practical Demos / Assignment Workshop Time           |
| Week 6                                 | Reading Week                          |                                                                              |
| Week 7                                 | GPI 3A: Accessibility in Gaming       | Exercise: Propose an Accessible Controller Design                            |
| Week 8                                 | GPI 3B: Neuroscience and Gaming       | Exercise: Propose an Accessible Controller Design / Assignment Workshop Time |
| Holidays - Start: 30/3/26 End: 19/4/26 |                                       |                                                                              |
| Week 10                                | GPI 4A: Multiplayer and Social        | Multiplayer and Social Practical Demos / Assignment Workshop Time            |
| Week 11                                | Assignment Workshop / Feedback        | Assignment Workshop / Feedback                                               |
| Week 12                                | Assignment Workshop / Feedback        | Assignment Workshop / Feedback                                               |
| Week 13                                | Assessment 1 Submission Date          | Assignment Workshop / Feedback                                               |
| Week 14                                | Assessment 2 Submission Date          | No Module Session                                                            |