



HNC / HND / BA COMPUTER GAMES DESIGN

Module Scheme of Work

Module:		ACCA5045 Evolving Your Creative Craft	
Level:		5	
Semester:		1	
Academic Session:		2025-26	
Week		Session 1: Tuesdays 2pm-4pm / Tutor: Rich Morgan	Session 2: Fridays 11am-1pm / Tutor: Rich Morgan
Week 0	22/09/2025	Induction week	Induction week
Week 1	29/09/2025	Module Introduction and Assessment Brief hand-outs	ECC 01: Design Processes
Week 2	06/10/2025	ECC 02: Mind Map Creation	ECC 03: Idea Generation
Week 3	13/10/2025	ECC 04: Compiling Moodboards	ECC 05: Dieter Rams - 10 Design Principles
Week 4	20/10/2025	ECC 06: Shape Theory	ECC 07: Colour Theory
Week 5	27/10/2025	ECC 08: Silhouettes	Practical / Feedback session
Week 6	03/11/2025	Reading Week	
Week 7	10/11/2025	Guest Lecture: Ballistics in Gaming 01	Guest Lecture: Ballistics in Gaming 02
Week 8	17/11/2025	ECC 09: Orthographic Drawing Basics	Guest Lecture: Automotive Design 01
Week 9	24/11/2025	ECC 10: 3D Reference Images	Guest Lecture: Automotive Design 02
Week 10	01/12/2025	ECC 11: 3D Reference Images	Practical / Feedback session
Week 11	08/12/2025	ECC 12: Unreal Engine Imports & Turnarounds	Practical / Feedback session
Holidays - Start: 15/12/25 End: 03/01/26			
Week 12	05/01/2026	Module Recap / Feedback Session	Semester 1 Assessment / Exam Period
Week 13	12/01/2026	ASSESSMENT 1 SUBMISSION: 16 January 2026	Semester 1 Assessment / Exam Period
Week 14	19/01/2026	ASSESSMENT 2 SUBMISSION: 22 January 2026	Semester 1 Assessment / Exam Period