



HNC / HND / BA COMPUTER GAMES DESIGN

Module Scheme of Work

Module:		ACCA4033 Game Design & History	
Level:		4	
Semester:		1	
Academic Session:		2024-25	
Week	Date	Session 1: Tuesdays 4pm-6pm / Tutor: Rich Morgan	Session 2: Fridays 2pm - 4pm / Tutor: Rich Morgan
Week 0	23/09/2024	Induction week	Induction week
Week 1	30/09/2024	Intro to Module and Assessment 1 Hand-Out	Game History 01: 1958-1979
Week 2	07/10/2024	Game Design 01 - Introduction to Game Quality & Design	Game History 02 - Early 80s and the Crash of 1983
Week 3	14/10/2024	Game Design 02 - Challenge & Play	Game History 03 - Mid to Late 1980s
Week 4	21/10/2024	Game Design 03 - Conflict and Choice	Game History 04 - Early 1990s
Week 5	28/10/2024	Game Design 04 - Structure and Flow	Game History 05 - Mid to Late 1990s (Assessment 1 hand-in)
Week 6	04/11/2024	Reading Week / Mid Assessment Point	
Week 7	11/11/2024	Assessment 2 Hand-Out	Game History 06 - Early 2000s
Week 8	18/11/2024	Game Design 05 - How Games Entertain	Game History 07 - Mid to Late 2000s
Week 9	25/11/2024	Review Session: Assessment Progress / Q&A	Game History 08 - The 2010s
Week 10	02/12/2024	Game Design 06 - Controversial Games	Game History 09 - Arcade Games 1
Week 11	09/12/2024	Game History 10 - Arcade Games 2	Assessment 2 Hand-in
Holidays - Start: 16/12/24 End: 03/01/25			
Week 12	06/01/2025	Semester 1 Assessment / Exam Period	
Week 13	13/01/2025	Semester 1 Assessment / Exam Period	
Week 14	20/01/2025	Final Year Interim Vivas	