

Changes to Course Teaching Learning and Assessment:

Department List

Department: Games Academy

Updated: 07 August 2020

GAMES

Module	Course(s)	Level (year)	Change(s)
COMP120	BA(Hons) Game Development: Programming;BSc(Hons) Computing for Games;BSc(Hons) Creative Robotics;BSc(Hons) Creative Robotics with Professional Practice;BSc(Hons) Immersive Computing;BSc(Hons) Web Development;BA(Hons) Web Development with Professional Practice;	First year (level 4)	The module structure is largely unaltered, however learning activities such as lectures and seminars will instead be facilitated through materials and activities on our LearningSpace virtual learning environment and through sessions held online via Teams. Regular programming support will remain available in the form of forum activities on LearningSpace and small group meetings with technical tutors on Teams. Workshops will continue as planned. However, use of our on-site facilities will follow a blended pair model in which students will be sorted into pair programming groups with one member of each pair attending a workshop in-person while their partner remotes in, alternating session-by-session (of course, both could remote in should they choose). Following a risk assessment, we will accommodate changes to studio capacity by running additional workshops and/or making use of additional studio spaces. There will be no changes to assignments.
COMP320	BA(Hons) Game Development: Programming;BSc(Hons) Computing for Games;BSc(Hons) Creative Robotics;BSc(Hons) Creative Robotics with Professional Practice;BSc(Hons) Immersive Computing;BSc(Hons) Web Development;BA(Hons) Web Development with Professional Practice;	Third year (level 6)	Timetabled sessions will be moved on-line and delivered through LearningSpace and Teams. There are no other changes. The coursework will still need to be submitted in the usual way.
COMP360	BSc(Hons) Computing for Games;BSc(Hons) Creative Robotics;BSc(Hons) Creative Robotics with Professional Practice;BSc(Hons) Immersive Computing;BSc(Hons) Web Development;BA(Hons) Web Development with Professional Practice;	Third year (level 6)	Timetabled sessions will be moved on-line and delivered through LearningSpace and Teams. There are no other changes. The coursework will still need to be submitted in the usual way.

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COMP280	BA(Hons) Game Development: Programming;BSc(Hons) Computing for Games;BSc(Hons) Immersive Computing;BSc(Hons) Web Development;	Second year (level 5)	This module structure, teaching and assignments will remain the same. However, the teaching will take place on teams and will be recorded for students to review after the fact.
COMP270	BSc(Hons) Computing for Games;BSc(Hons) Immersive Computing;	Second year (level 5)	The COMP270 module structure is largely unaltered, but a partially "flipped" learning approach will be adopted with lecture content being prerecorded and workshops/seminars run on Teams for demonstration and practice in applying problem-solving techniques, both individually and in groups. In addition, support will also be available through a LearningSpace forum (from both peers and tutor). In this manner, the module may be presented entirely online. There will be no changes to assignments, which have always been digital/code-based, and no additional equipment will be required, though students may find it helpful to have pencils, erasers, rulers and graph paper for working out some of the problems.
GAM110	BA(Hons) Game Development: Animation;BA(Hons) Game Development: Art;BA(Hons) Game Development: Audio;BA(Hons) Game Development: Design;BA(Hons) Game Development: Programming;BA(Hons) Game Development: Writing;BSc(Hons) Computing for Games;BSc(Hons) Creative Robotics;BSc(Hons) Creative Robotics with Professional Practice;BSc(Hons) Immersive Computing;BSc(Hons) Web Development;	First year (level 4)	Module delivery is largely un-altered, but with lectures and seminars run on Teams

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GAM120	BA(Hons) Game Development: Animation;BA(Hons) Game Development: Art;BA(Hons) Game Development: Audio;BA(Hons) Game Development: Design;BA(Hons) Game Development: Programming;BA(Hons) Game Development: Writing;	First year (level 4)	Lectures and seminars will continue as normal but Lectures will be a mixture of: Prerecorded/Live presentations with live moderated Q and A. Seminars will always be live discussions of the lecture content or a similar topic. Forums will also be used each week to help introduce, discuss and reflect on a topic
GAM150	BA(Hons) Game Development: Design;	First year (level 4)	Lectures pre-recorded - into 2 (possibly more depending on topic) sections. But also delivered synchronously with questions. Pre-recorded also - * Bite-sized technical videos and walkthroughs rather than demonstrations. * Briefs and submission criteria and process pre-recorded. Breakout rooms required (or separate chats)
GAM141	BA(Hons) Game Development: Animation;	First year (level 4)	Workshop sessions will be split into 1.5 hours for delivery of taught content and another 1.5 hours for support and feedback. The taught content will be delivered as a series of online videos with live Q & A
GAM220	BA(Hons) Creative VR;BA(Hons) Game Development: Animation;BA(Hons) Game Development: Art;BA(Hons) Game Development: Audio;BA(Hons) Game Development: Design;BA(Hons) Game Development: Programming;BA(Hons) Game Development: Writing;BSc(Hons) Computing for Games;BSc(Hons) Immersive Computing;	Second year (level 5)	Session topics will remain largely the same as in the past. Sessions will be broken up into what would otherwise be an hour lecture into a short video "spark," a quick video lecture (10 minutes), an exercise (e.g. prototyping a world as a board game), and a consolidation phase.
GAM250	BA(Hons) Game Development: Design;	Second year (level 5)	Weekly intro video, followed by 2 x 20-30min lecture videos, viewed in advance of seminar/workshop. Challenge presented, solution submitted onto peer review forums on Learning Space. Seminar/Workshop is 3hrs in total (1 hr seminar/2hr workshop) running back to back.

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GAM241	BA(Hons) Game Development: Animation;	Second year (level 5)	Workshops will be split 1.5 hours for delivery of taught content and another 1.5 hours for support and feedback. The taught content will be split into a series of videos
GAM210	BA(Hons) Game Development: Animation;BA(Hons) Game Development: Art;BA(Hons) Game Development: Audio;BA(Hons) Game Development: Design;BA(Hons) Game Development: Programming;BA(Hons) Game Development: Writing;	Second year (level 5)	Lectures and seminars will continue as normal but Lectures will be a mixture of: Prerecorded/Live presentations with live moderated Q and A. Seminars will always be live discussions of the lecture content or a similar topic. Forums will also be used each week to help introduce, discuss and reflect on a topic
GAM340	BA(Hons) Game Development: Animation;BA(Hons) Game Development: Art;BA(Hons) Game Development: Audio;BA(Hons) Game Development: Design;BA(Hons) Game Development: Programming;BA(Hons) Game Development: Writing;BSc(Hons) Computing for Games;	Third year (level 6)	Module delivery is largely un-altered, but with lectures and seminars run on Teams
GAM320	BA(Hons) Game Art;BA(Hons) Game Development: Animation;BA(Hons) Game Development: Art;BA(Hons) Game Development: Audio;BA(Hons) Game Development: Design;BA(Hons) Game Development: Programming;BA(Hons) Game Development: Writing;BSc(Hons) Computing for Games;	Third year (level 6)	Lectures will be split into 3 x 15 min videos or a live event lecture depending on the topic.
GAM701	MA Game Art;MA Game Design;MSc Artificial Intelligence for Games;	PGT (level 7)	This module is already delivered as part of the online Falmouth Flexible provision and requires no changes. The assignment can remain the same and so can the structure of the teaching.

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GART702	MA Game Art;	PGT (level 7)	This module will run exactly the same as before as it moves online. The assignments will remain the same and will be submitted in the usual way
COM702	MSc Artificial Intelligence for Games;	PGT (level 7)	There are no changes required for this module. The lectures will remain the same as they move online. The assessments remain the same and are submitted in the usual fashion through the Learning Space.
COMP110	BA(Hons) Game Development: Programming;BSc(Hons) Computing for Games;BSc(Hons) Immersive Computing;BSc(Hons) Web Development;	First year (level 4)	The module structure is largely unaltered, however learning activities such as lectures and seminars will instead be facilitated through materials and activities on our LearningSpace virtual learning environment and through sessions held online via Teams. In particular, taught content will be delivered through a combination of pre-recorded video material available on LearningSpace and workshop sessions held as Teams Live Events. The assessments, which consisted of online submissions in previous years, remain unchanged.
COMP702	MSc Artificial Intelligence for Games;	PGT (level 7)	The module structure is largely unaltered, however learning activities such as lectures and seminars will instead be facilitated through materials and activities on our LearningSpace virtual learning environment and through sessions held online via Teams. In particular, taught content will be delivered through a combination of pre-recorded video material available on LearningSpace and workshop sessions held as Teams Live Events. The assessments, which consisted of online submissions in previous years, remain unchanged.
GART110	BA(Hons) Game Art;	First year (level 4)	Module lectures and workshops have been moved onto Microsoft Teams, and each student will have online one-to-one art critique and guidance in a small group of five or six students as well as a larger workshop with half of the cohort. Supervised studio spaces are available for students to work on their projects on site. Assessment has been revisited to add structured concept sheets and help students stay on track week by week. Additional sample .PSD files and weekly quizzes added to help students grasp the new concepts with perspective and rendering.
GART120	BA(Hons) Game Art;	First year (level 4)	The module GART120 delivery is largely un-altered, but with lectures, seminars and 1-on-1 run on Teams. This is beneficial to students, as unlike previous years, these sessions will now be recorded and can be played back any time at the student's convenience. To make the assessment easier to hand in, there will be only a single deadline (for both assessments simultaneously)for the module and it will solely focus on portfolio, which will be handed in as per visual guidance accompanied with a template.

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GART220	BA(Hons) Game Art;	Second year (level 5)	The module GART220 delivery is largely un-altered, but with lectures, seminars and 1-on-1 run on Teams. This is beneficial to students, as unlike previous years, these sessions will now be recorded and can be played back any time at the student's convenience. To make the assessment easier to hand in, there will be only a single deadline (for both assessments) for the module and it will solely focus on portfolio, which will be handed in as per visual guidance accompanied with a template.
GART210	BA(Hons) Game Art;	Second year (level 5)	Module lectures and workshops have been moved onto Microsoft Teams, and each student will have online one-to-one critique and guidance each week. Supervised studio spaces are available for students to work with their teams on site. The assessment has been altered to teach students how to submit work to version control, and also to provide a more structured framework for the project while still allowing freedom of art medium and subject.
VR110	BA(Hons) Creative Virtual Reality	First year (level 4)	VR110 will not run during Study Block 1 of academic year 2020/21 as it is unsafe to run in the current situation. This is because it makes extensive use of Head-Mounted Displays. Students on the Creative VR courses will still have access to a choice of modules in this slot.