

PART A: GENERAL INFORMATION

1.	Module Title		Interactive - Jam Group Project (EXCT4008)
2.	School		Escape Studios
3.	Level		4
4.	Total Credits/ ECTS Value		15 credits (7.5 ECTS)
5.	Total Synchronous Contact Hours		60
6.	Programme(s) to which the Module Contributes		Technical Art for Games & VFX BSc (Hons) Technical Art for Games & VFX (Integrated Masters) MSci (Hon) Video Games Design BSc (Hons) Video Games Design (Integrated Masters) MSci (Hon) Character Creation for Animation, Games & VFX BSc (Hons) Character Creation for Animation, Games & VFX (Integrated Masters) MSci (Hon)
7.	Related Modules	Pre-requisites	None
		Co-requisites	None
		Post-requisites	None
		Excluded Combinations	None
8.	External Accrediting Body <i>(If applicable)</i>		N/A
9.	Modes of Study		Full-time
10.	Delivery Site(s)		Escape Studios, London

PART B: MODULE LEARNING OUTCOMES**11. Learning Outcomes**

On successfully completing the module students will be able to:

1. Demonstrate an understanding of the processes involved in a creative technology team project
2. Evaluate tools, techniques and approaches for the collaborative working creative technology environment
3. Appraise different technical and design solutions for a given creative brief
4. Reflect on and evaluate the technical and design aspects of a creative project
5. Manage time and resources to deliver a project to shared objectives
6. Effectively communication in a team project environment

PART C: RATIONALE AND DELIVERY**12. Synopsis of the Curriculum**

The Interactive Jam group project is the culmination of the skills attained by the students up to this point, creating the opportunity to rationalise and apply their knowledge in a collaborative context. This Interactive Jam challenges the team to create a complete experience within a defined timeframe and concludes with comprehensive reviews and critical analysis, fostering teamwork, creativity, and skill development in areas such as:

- Teamwork and Process
- Agile and Scrum
- Working in a team
- Iteration and prototyping
- Q+A in Game Creation
- Digital Prototyping
- Blueprint prototyping
- Working with Game Engine Templates
- Best practice in project structures and tool building
- Game Jam
- Post-mortems (Game Design Style Performance Review)

13. Learning and Teaching Methods

The module follows the *Craft* module model, with practical tutor-lead sessions in studio being the primary mode of delivery. In these sessions students are introduced to theory in the context of exercises, building their knowledge and understanding alongside their intellectual and practical skills.

14. Contact Hours

Module Credit Value	Scheduled Learning Activities	Guided Independent Study	Total Learning Hours
15 credits	Skills sessions (36 hours), Studio time (24 hours)	Preparation for classes, guided research, assignment preparation and development (90 hours)	150 hours

15. Assessment Methods**Formative Assessment**

Formative assessment will be provided throughout the module, both in terms of feedback on work in progress during the contact hours.

Summative Assessment**Assignment 1: Project (75%)**

Approximately 3 - 4 weeks of development work

Assignment 2: Retrospective (25%)

Approximately 1500 words (+/- 10%)

Re-sits

Students who fail this Module will be permitted to submit revised re-sit the failed assessment components in accordance with the Academic Regulations.

16. Map of Module Learning Outcomes to Learning, Teaching and Assessment Methods

Learning outcome	1	2	3	4	5	6
Learning/ teaching						
Skills Sessions	X	X	X	X		
Studio Time	X	X	X	X		
Self-Directed					X	X
Assessment method						
Project	X	X	X	X	X	X
Retrospective			X			X

17. Indicative Reading List

This is an indicative list, correct at the time of publication. Reading lists will be published at least annually.

- Global Game Jam Stories by Lindsay Grace, Susan Gold, Lulu.com, (2018)
- Agile Game Development: Build, Play, Repeat Keith, Clinton, Addison-Wesley Professional, (2020)
- The Game Production Toolbox Paperback, Heather Chandler, CRC Press, (2020)

Electronic

- Unreal Scripting
https://dev.epicgames.com/community/learning?application=unreal_engine&categories=programming-and-scripting&types=tutorial
- Epic Games Jams
https://dev.epicgames.com/community/search?query=game%20jam&application=unreal_engine&types=tutorial,course,talks_and_demos,recommended_community_tutorial,livestream,community_tutorial,learning_path
- Global Game Jam <https://globalgamejam.org/>
- Game Jam / Itch.io <https://itch.io/jams>

18. Inclusive Module Design

We recognise and have incorporated the expectations of current equality legislation, by ensuring that the module is as accessible as possible by design. Additional alternative arrangements for students with Inclusive Learning Plans (ILPs)/declared disabilities will be made on an individual basis, in consultation with relevant policies and support services. Furthermore, the module design has sought to embed inclusive curriculum content.

Date of revision	July 2023
Version number	1
Effective from	Sept 2024