

# WM9M6-30 Fundamentals of Games Research, Development and Management

**23/24**

**Department**

WMG

**Level**

Taught Postgraduate Level

**Module leader**

Kurt Debattista

**Credit value**

30

**Module duration**

4 weeks

**Assessment**

Multiple

**Study location**

University of Warwick main campus, Coventry

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## Description

### Introductory description

This module equips participants with fundamental knowledge of the managerial and research aspects of gaming. Practical guidance on how to conduct an academically-sound and technically-sound research project by exploring the key elements of good academic and research practice will be provided. It also provides a practical understanding of the major research methods and techniques used in technical project, project planning and business implications. It provides students with an understanding of current game development roles and how their work will be aligned and support such roles.

### Module aims

This module will give students an academic grounding in research methods and an in-depth knowledge of the opportunities, challenges, trends and issues facing the field of games engineering.

## **Outline syllabus**

This is an indicative module outline only to give an indication of the sort of topics that may be covered. Actual sessions held may differ.

Introduction to the research process; Understanding and completing a literature review, focusing on the four key stages: searching, synthesising, evaluating and writing; Critical thinking; Project planning and management; Study skills to undertake a technical project; An introduction to the structure and form of an academic document and technical reports; Generating a Research Outline; key drivers, players, standards and road maps driving the industry; current opportunities, challenges, trends and issues faced by the gaming industry.

## **Learning outcomes**

By the end of the module, students should be able to:

- Understand and apply key critical thinking techniques and appropriate methods relevant to the academic writing process
- Generate independently a research/project outline and plan including any business implications
- Conduct an in-depth critical literature review
- Thoroughly understand the opportunities, challenges and roles in the game development industry

## **Research element**

Research element will be around research methodologies which constitutes a significant part of this module. Students will be expected to search the literature for adequate publications, be able to summarise and present them. They will be able to analyse the work critically and develop their own research strategies.

## **Interdisciplinary**

This module equips participants with practical guidance on how to conduct an academically sound and technically robust research project by exploring the key elements of good academic and research practice. It also provides a practical understanding of the major research methods and techniques used in project work along with the core concepts in developmental research and the related business aspects with the gaming industry.

## **Subject specific skills**

Within the research fields around gaming technologies. Students will learn to :  
Make appropriate use of academic and professional resources.

Communicate ideas, principles and theories effectively in written form.

Search appropriate literary sources and databases for relevant information.

Read academic texts critically and effectively.

Construct and present bibliographies and references.

Develop an academic writing style.

Prepare and deliver presentations.

## **Transferable skills**

Critical thinking: Recognise patterns, themes and key messages from sometimes confused and incomplete data | |

Make informed decisions on the value of a range of sources allowing an evidence-based conclusion based on this analysis

Communication- Verbal: Communicate orally in a clear and sensitive manner which is appropriately varied according to different audiences.

Written: Present arguments, knowledge and ideas, in a range of formats | | Active listening: questioning, reflecting, summarising.

Information literacy (research skills):

Critical awareness of how information is gathered, used, managed and synthesised.

Understanding of the relative value of different sources and the importance of provenance.

The systematic collection, analysis and evaluation of information in the investigation of a topic.

An understanding of how industry develops around a specific technology and how business and management models are applied.

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## **Study**

### **Study time**

<b>Type</b>	<b>Required</b>
Lectures	30 sessions of 1 hour (10%)
Project supervision	15 sessions of 1 hour (5%)
Other activity	130 hours (43%)
Assessment	125 hours (42%)
Total	300 hours

### **Private study description**

No private study requirements defined for this module.

## Other activity description

(15 hours) Group exercises and group presentations; Possible visit to facilities; guest lectures.  
(130 hours) Under the direction of the project supervisor (hours highlighted above) the students will spend these hours as self-directed study to complete their literature review to be written as the final PMA.

## Costs

No further costs have been identified for this module.

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## Assessment

You must pass all assessment components to pass the module.

### Assessment group A

	<b>Weighting</b>	<b>Study time</b>
Critical review & research outline	80%	100 hours
Critical review and research outline as part of project plan		
Presentation on gaming technology and its application to industry	20%	25 hours
Students will present some aspect of a novel technology related to gaming. The presentation will be aimed at technical and non-technical roles that would be present in a games company.		

### Assessment group R

	<b>Weighting</b>	<b>Study time</b>
Critical review & research outline	100%	
Critical review and research outline as part of project plan		

## Feedback on assessment

Written feedback for the PMA. Written and oral for the IMA (presentation).

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## Availability

There is currently no information about the courses for which this module is core or optional.