Module Title	**3D Level Design**
Course Title	BA/ BSc (Hons) Game Design & Development
School	☐ASC ☒ACI ☐BEA ☐BUS ☐ENG ☐HSC ☐LSS
Division	Division of Creative Technologies School of Arts and Creative Industries
Parent Course (if applicable)	
Level	Level 5
Module Code *(showing level)*	AME_5_LDS
JACS Code (completed by the QA)	
Credit Value	20 CAT points
Student Study Hours	Contact hours: 72 Student managed learning hours: 128
Pre-requisite Learning	None
Co-requisites	None
Excluded combinations	None
Module co-ordinator	Siobhan Thomas, Course Director, BA / BSc (Hons) Game Design & Development Thomass5@lsbu.ac.uk
Short Description (max. 100 words)	In the Level 4 module 2D Game Design, students engaged in two-dimensional (2D) game design. In this module, students will advance their game design skills by creating a three-dimensional (3D) level using an industry-recognised game engine. The module not only provides students with the practical skills required to effectively create 3D levels, but introduces two key industry professional skills: pitching and writing design documentation. Prior to beginning level production students are required to first “pitch” the 3D game their levels will be found in. Then, once green lighted, they will produce effective written documentation that they will refer to whilst making their levels. The module offers students the chance to integrate skills learned in all of the semester 1 modules and provides excellent preparation for level 2 game design work.
Aims	The aims of this module are to:

	• Provide students with an understanding of theoretical and practical approaches to the design and construction of a 3D level • Explore the tensions between innovation and conformity offered by an industry recognised game engine
Learning Outcomes (4 to 6 outcomes)	On successful completion of this module, students will be able to: 1. Design an innovative, challenging, well-balanced and playable 3D level 2. Display technical proficiency with an industry-recognised game engine 3. Pitch a concept for a 3D game and describe how a 3D level fits into that concept 4. Write and revise documentation for a 3D level 5. Publish the level so that it can be played on a variety of platforms
Employability	Each aspect of the BA (Hons) Game Design and Development degree has been designed to enable exploration of industry codes and conventions (and often to challenge these codes and conventions). 3D Level Design will supply practical design and software skills of relevance to both the mainstream and non-mainstream gaming sectors; additionally it will provide level design skills of direct relevance to the mainstream gaming sector.
Teaching and learning pattern	Contact hours includes the following: (please click on the checkboxes as appropriate) ☒Lectures ☒Group Work ☒Seminars ☒Tutorial ☐Laboratory ☒Workshops ☒Practical ☒VLE Activities
Indicative content	• The operation of the chosen 3D game engine • Level design principles • Level design documentation • Behaviours and programming basics appropriate to the 3D game engine • UX and user interface design • Usability, accessibility and game feel
Assessment method (Please give details – of components, weightings, sequence of components, final component)	**Coursework 1** **SUMMATIVE** • Level design document, supported by game pitch • 1,000-word document explaining the 3D level • Weighting: 25% **Coursework 2** **SUMMATIVE** • 3D Level, supported by video walkthrough and 500-word reflective report (worth 75% of the marks for this module) • Weighting: 75%
Indicative Sources ***(Reading lists)***	• Cookson, A., DowlingSoka, R., Crumpler, C., & Johnson, T. (2016). Unreal Engine 4 Game Development in 24 Hours, Sams Teach Yourself (01 edition). Indianapolis, Indiana: Sams. • Linowes, J. (2015). *Unity Virtual Reality Projects*. Birmingham, UK: Packt Publishing. • Totten, C. W. (2014). *An Architectural Approach to Level Design*. Boca Raton: A K Peters/CRC Press.

	• Totten, C. W. (2016). *Level Design: Processes and Experiences* (1 edition). Boca Raton, FL: A K Peters/CRC Press. ENGINE STYLE GUIDES https://github.com/Allar/ue4-style-guide ACCESSIBILITY GUIDELINES http://gameaccessibilityguidelines.com/ https://www.includification.com/
Other Learning Resources	**University Virtual Learning Environment** PowerPoint slide presentations, teaching notes and other relevant materials will be available through Moodle, a web-based integrated teaching and learning environment, which is part of the University's Virtual Learning Environment (VLE). **Lynda.com** Online, specialised video tutorials taught by industry experts are used by staff to support module content, and available to students who wish to revisit the subject in their own time and further their understanding beyond the scope of the module. **GDC Vault** Students have ongoing access to the GDC Vault, the definitive online repository of games industry lectures filmed at the network of Game Developers Conferences, where invited speakers define and shape the direction of the videogame industry.