1.	**Field of study**	**English Philology**
2.	Faculty	Faculty of Humanities
3.	Academic year of entry	2021/2022 (winter term), 2022/2023 (winter term), 2023/2024 (winter term), 2024/2025 (winter term)
4.	Level of qualifications/degree	first-cycle studies
5.	Degree profile	general academic
6.	Mode of study	full-time

Module: Game Design: Module 4 - Game Development Lab 2

Module code: W1-FA-SW-S1-LTGD2-4

1. Number of the ECTS credits: 3

2. Learning outcomes of the module

code	description	learning outcomes of the programme	level of competence (scale 1-5)
SW-S1-PG5-L2_K_1	recognizes the level of their competences and knowledge; recognizes of the complexity the computer game development process, the necessity to activate and combine skills from various fields, and develops these skills independently, drawing on the accomplishments of related fields.	FA1_K01 FA1_K02	2 3
SW-S1-PG5-L2_K_2	works in a team preparing a game project taking various roles in it.	FA1_K04	4
SW-S1-PG5-L2_U_1	operates specialized level design software at an intermediate level, in particular, uses specialized functions of selected game engines.	FA1_U02 FA1_U21	4 4
SW-S1-PG5-L2_U_2	performs independently complex tasks in gameplay design and level design, consistent with the established project parameters.	FA1_U02 FA1_U21	4 4
SW-S1-PG5-L2_W_1	recalls advanced knowledge about the types and functions of specialist software used in game design and level design, in particular of selected game engines.	FA1_W02 FA1_W13 FA1_W15	3 4 4
SW-S1-PG5-L2_W_2	identifies the advanced aspects of workflow of digital game development, particularly in terms of gameplay and level design.	FA1_W02 FA1_W15	4 4
SW-S1-PG5-L2_W_3	knows and understands the specifics of gameplay design and game level design and has advanced knowledge of the technical and creative competencies necessary to perform tasks in the field of gameplay and level design.	FA1_W02 FA1_W13 FA1_W15	3 4 4

3. Module description	
Description	The course aims to further develop students' knowledge about the basic development tools used in game development and to further develop the necessary skills to use these tools. The course is the most practical extension of a number of other game development modules, Level Design classes. in particular. Computer lab based classes are held throughout four semesters; each focuses on discrete areas of game engines expertise, yet all are supposed to develop the holistic game design and level design skills through project-oriented work. During the classes students work in selected graphical and development environments and complete assignments that reinforce their technical and creative skills. These tasks include: manipulation of graphical objects in game engines, modifying level elements and assets in a level to reflect narrative and gameplay design choices, coping with basic technical problems in game engines, etc. The course is not meant to be strictly technical. – Its purpose is to familiarize students with technical aspects of game development and develop their group work skills.
Prerequisites	Successful completion of the module Game Design: Module 3 - Game Development Lab 1

4. Assessment of the learning outcomes of the module

code	type	description	learning outcomes of the module
SW-S1-PG5-L2_w_1	Individual or group projects	assessment of students' skills and knowledge on the basis of individual and team work, within the scope detailed in the course syllabus; assessment of students' specialized software competence	SW-S1-PG5-L2_K_1, SW-S1-PG5-L2_K_2, SW-S1-PG5-L2_U_1, SW-S1-PG5-L2_U_2, SW-S1-PG5-L2_W_1, SW-S1-PG5-L2_W_2, SW-S1-PG5-L2_W_3
SW-S1-PG5-L2_w_2	Control interview (optional)	assessment of students' preparation for classes, conducted on an ongoing basis or carried out at specific course stages specified in the syllabus. The evaluation may include students' participation during the classes and their knowledge of the issues that have been previously discussed in class.	SW-S1-PG5-L2_W_1, SW-S1-PG5-L2_W_2, SW-S1-PG5-L2_W_3

5. Forms of teaching

code	form of teaching			required hours of student's own work		assessment of the learning outcomes of the module
	type	description (including teaching methods)	number of hours	description	number of hours	
SW-S1-PG5-L2_fs_1	practical classes	formal instruction and presentation of selected theoretical issues in game design; individual and group computer lab based activities, supported by the lecturer's instruction;	30	reading assignments; own research; individual and group projects; own work developing students' technical skills.	60	SW-S1-PG5-L2_w_1, SW-S1-PG5-L2_w_2