

MSc VIDEO GAME ENTERPRISE, PRODUCTION & DESIGN
2019-2020
INDUCTION & WEEK 1 TEACHING PLAN

MODULE 1: MED 7354 - SMALL SCALE VIDEO GAME RESEARCH & PLANNING

INDUCTION

WEDNESDAY, 18 SEPTEMBER	<i>11am-1pm</i>	<p>COURSE INDUCTION New Technology Institute, Room C145a+b, 1st Floor, Curzon Building, City Centre Campus 4 Cardigan St, Birmingham, B4 7BD</p>
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TEACHING WEEK 1: 23 SEPTEMBER – 27 SEPTEMBER

MONDAY, 23 SEPTEMBER	<i>AM & PM</i>	<ul style="list-style-type: none"> Intro to Gamer Camp & Idea generation workshop
TUESDAY, 24 SEPTEMBER	<i>AM</i>	<ul style="list-style-type: none"> Art disciplines in Video Games Industry
	<i>PM</i>	<ul style="list-style-type: none"> Intro to Style Guides
WEDNESDAY, 25 SEPTEMBER	<i>AM</i>	<ul style="list-style-type: none"> Intro to Concept Design & 2D Design process Art disciplines in Video Games Industry
	<i>PM</i>	<ul style="list-style-type: none"> Intro to MSc Videogame Enterprise, Production and Design at Gamer Camp
THURSDAY, 26 SEPTEMBER	<i>AM</i>	<ul style="list-style-type: none"> Game Design 101
	<i>PM</i>	<ul style="list-style-type: none"> The History of Video Games
FRIDAY, 27 SEPTEMBER	<i>AM & PM</i>	<ul style="list-style-type: none"> STUDENT WORK DAY: Tablet Game Development with Gamer Camp Pro Students