

**BA (Hons) Games Design**  
Programme Specification 2018/19

<b>Course AOS Code</b>	10223
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<b>No. of Blocks</b>	6
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<b>FHEQ Level</b>	Level 6 Degree
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<b>QAA Subject Benchmark</b>	Art and Design
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<b>Course Credits</b>	360
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<b>Block Duration</b>	15 Week(s)
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<b>Valid From</b>	September 1st 2018
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<b>Programme</b>	Moving Image and Digital Arts
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<b>JACS Code</b>	1620 - Computer Games Design
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**PSRB**

No PSRB Assigned

<b>UCAS Code</b>	<b>I600</b>
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<b>Work placement offered</b>	No
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**Collaboration**

No collaboration

<b>Course Entry Requirements</b>	<p>The standard minimum entry requirements for this course are:</p> <p>64 new UCAS tariff points from one of the following or a combination of the following full level 3 qualifications:-</p> <ul style="list-style-type: none"> <li>• A Level: subjects studied may include: English; History; Media; Business; Art and Design, or other subjects within Social Sciences). Ideally your A levels will be achieved at Grade C or above.</li> <li>• One subject at A Level achieved at grade C or above PLUS Foundation Diploma in Art &amp; Design (Level 3/4).</li> <li>• BTEC Extended Diploma</li> <li>• UAL Extended Diploma in Art and Design</li> <li>• Access to HE Diploma</li> <li>• International Baccalaureate Diploma</li> <li>• Equivalent EU or Non-EU qualifications</li> </ul> <p>Additionally you will have achieved passes at grade C or above in at least three GCSE subjects.</p> <p>If English is not your first language you will also need an up to date English qualification. IELTS 6.0 (or equivalent) is required overall with a minimum of 5.5 in each of the four skills.</p> <p>Deferring an offer:</p> <p>Applicants holding an offer for the coming academic year are permitted to defer their place to the following academic year, e.g. 2019/20 place deferred to 2020/21. International applicants should first meet any offer conditions</p>
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	<p>and pay the deposit in order to defer. In all cases, deferred places will be held for one year.</p> <p>Making a deferred application:</p> <p>Home/EU applicants are permitted to make a deferred application, for example to the following academic year instead of the next, e.g. to 2020/21 instead of to 2019/20. Immigration regulations prevent International applicants from making a deferred application.</p>
<b>Selection Criteria</b>	<p>Your application will be considered by the admissions tutors and your suitability will be assessed against the following criteria:</p> <ul style="list-style-type: none"><li>• Demonstration of a clear interest in games design and an awareness of the business and technology of games</li><li>• An understanding of the need for a critical and analytical approach (through research and practice) to this area of study</li><li>• An ability and desire to think creatively and respond to briefs with originality</li><li>• Quality of ideas and thought processes in the approach to and production of your finished work</li></ul>

## Introduction to Course

The course aims to equip students with the knowledge and the technical skills to design and develop computer games.

The statement “We are here to make games” encapsulates the spirit of the course and we work independently of specific genres and platforms in order to create a variety of game experiences. Students develop a deep understanding of the fundamentals that drive game design and utilise knowledge of the core concepts of play i.e. challenges, choices, strategies and goals. This runs parallel to a thorough grounding in the programming and asset manipulation required for games design.

A game designer is fundamentally responsible for creating a challenging experience for players to engage with. The craft of the game designer is to make this challenge an enjoyable (fun) experience which entertains rather than simply frustrates. As challenges are subjective to the player, the game designer must consider the types of player he wishes to entertain and under which circumstances players will experience a game.

The course ensures students have an understanding of the concept of play i.e. the learning curves, problem solving and strategic thinking players undergo when engaged with a game. In understanding play conceptually students will study the range of motive forces which games can evoke and use these to build immersive interactive systems. By integrating theory and design students gain vital practical skills and knowledge to use in the production of artwork assets and code.

The course is aimed at students who wish to design and test games which experiment with interesting mechanics and play styles. They will have the ability to communicate original ideas and the ability to see them through development and testing. The course is PC based.

Our students have a passion for creating games at all levels enabling them to explore and enjoy the process of games design.

We are committed to teaching, learning and assessment designed to enhance, nurture and recognise your employability, individuality and entrepreneurship.

Enterprise and employability within a creative education in arts, design and media is about the integration of practice, behaviours and qualities that enable you to develop and sustain a rewarding professional life.

The curriculum is designed to communicate and open up the possibilities of your own creativity by developing your career aspirations and professional awareness for enterprise and employability, whether for the creative and cultural sector or beyond.

Enterprise and employability is about more than getting a job, it is about enabling you to find, make and take opportunities and to meet your aspirations in a changing world, whether as a successful creative professional, innovator, practitioner, employee and/or entrepreneur in the UK and globally.

## Distinctive Features

	Distinctive Features
1	Focus on the challenge aspect of games design, giving students the skills and knowledge to conceptualise, build and test their own playable games.
2	The concept-to-playable prototype approach gives students industry applicable skills. The course equips students with the skills for employment with developers of all sizes working across various technologies and platforms. Alternatively graduates will be able to design, produce and distribute their own games or to establish their own studio.
3	The programming and software base of the course insures that students are able to create games in a bespoke manner that allows them to avoid the generic tendency inherent in some platforms.
4	Integration of logical and visual design elements mean students can test graphical content in gaming environments and develop original mechanics freeing them from the constraints of genre specific software tools thus improving employability.
5	Transferable skills mean flexibility for the students when seeking employment within the games industry. Alumni hold positions designing not only the experience of play, but also 2D and 3D content. They also have roles in production, localization, community support, software development, programming and managing quality.
6	A wide range of strong industry links means vital real world input to develop relevant assignments and feedback, as well as guest speakers and SLs with specialist knowledge.
7	Real world practices include pitching, prototyping, workable games design documents and testing.
8	The college is well situated for games. London has a long standing and stable Industry for PC and Console development, growing mobile and social networking games companies, a thriving independent scene and a vast array of related creative industries.
9	Cross disciplines units have provided useful skills for employment in other creative industries such as 3D modelling for film / TV or architectural and environmental rendering, animation, interactive design or web design and development.

## Years

<b>Year 1 Credits</b>	120	<b>Percentage of Scheduled Learning</b>	25
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**Exit Awards** Certificate in Higher Education (Exit Only)

<b>Year 2 Credits</b>	240	<b>Percentage of Scheduled Learning</b>	21
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**Exit Awards** Diploma in Higher Education (Exit Only)

<b>Year 3 Credits</b>	360	<b>Percentage of Scheduled Learning</b>	10
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**Exit Awards** BA (Hons) Games Design (Exit Only)

## Aims and Outcomes

The Aims and Outcomes of this Course are as follows: :

Aim/Outcome	Description
Aim	Ensure students are confident with the concept of play in games design theory and practice in order to critically understand the motive forces inherent in games design.
Aim	Develop design skills to support a variety of game systems and experiment with original mechanics and player challenges.
Aim	Gain the technical knowledge to develop and evaluate games for a variety of platforms and markets.
Aim	Critically analyse and discuss theoretical issues in order to understand Games Design within a broad cultural context and the specific context of Games Studies.
Aim	Develop the communication skills to enable effective team working and present game concepts to a variety of audiences.
Aim	Embed research skills necessary to cope with the fast pace of technological change in the games industry to ensure continual professional development.
Aim	Develop the ability to describe games as cultural artefacts with credibility in order to undertake research through post graduate study.
Outcome	Produce a portfolio of work that will demonstrate both your personal development and ability to produce a game and game components. (Technical Competence)
Outcome	Apply key game design theory to original ideas and evaluate outcomes. (Subject Knowledge); (Experimentation); (Communication and Presentation)
Outcome	Apply skills in communication, problem solving, critical evaluation and teamwork by creating and testing game content with cross platform design software and prototyping techniques. (Technical Competence); (Experimentation); (Communication and Presentation)
Outcome	Critically analyse and evaluate cultural and historical influences on the development of games design as a discipline and understand its position within contemporary culture. (Research); (Analysis)
Outcome	Conduct visual and theoretical research in the relevant to the design and development of games. (Research); (Analysis)
Outcome	Identify career goals, develop a personal career plan and/or identify opportunities for progression to postgraduate study. (Personal and Professional Development)
Outcome	Critically analyse and evaluate opportunities for employment and freelance professional practice in the games design and development industries. (Collaborative and/or Independent Working)

# Course Diagram | BA Games Design

## BLOCK-BASED STRUCTURE

	week 0	week 1	week 2	week 3	week 4	week 5	week 6	week 7	week 8	week 9	week 10		week 11	week 12	week 13	week 14	week 15		week 16	week 17	week 18	week 19	week 20		week 21	week 22	week 23	week 24	week 25	week 26	week 27	week 28	week 29	week 30											
	<b>Block 1</b>											<b>Block 2</b>						<b>Block 3</b>											<b>Block 4</b>						<b>Block 5</b>						<b>Block 6</b>				
YEAR 1	Intro to Games Design (20)										S	Winter Break	C&D 1					S	CTS 1					CTS 1 (20)					S	Prototype and Development 1 (40)					S										
	Concept & Design 1 (40)										Block 3 (cont)					S	Block 4					Block 4 (cont)					Prototype and Development 2 (40)					S													
YEAR 2	Concept & Design 2 (40)										Block 3 (cont)					S	Block 4					Block 4 (cont)					Prototype and Development 2 (40)					S													
	Introduction to Professional Practice (20)			Block 3 (cont)					S	Block 4					Block 4 (cont)					CTS 2 (20)					S																				
YEAR 3	Major Project Practical (60)										Block 5 (cont)					Block 6					Block 6 (cont)					MPP (cont)					S														
	Contextual and Theoretical Studies 3 (40)										Block 5 (cont)					Block 6					Block 6 (cont)					MPP (cont)					S														
											cont					S	Professional Practice and the Games Industry					(20)					S																		

