10.1 BSc Programme Specification (March 2011)

1. Qualification BSc	2. Programme Title Games Design	3. UCAS Code G613 - u	4. Programme Type Modular BSc Single. Full Time and Part Time

5. Main Purposes and Distinctive Features of the Programme

This programme offers a less-technical approach to the study of video games. The themes of the programme are as follows: (i) Content Production, (ii) Platforms and Technologies, (iii) Games Production, (iv) Games Analysis and Games Design, (v) Usability and Playability, (vi) Sales and Marketing, (vii) Social and Cultural

The programme's aims are:
- To provide a broad education in Games Design
- To prepare students for a career in games design or new the media industries
- To challenge students to show innovation and creativity in the context of games design

6. What a graduate should know and be able to do on completion of the programme

Knowledge and understanding in the context of the subject(s)
K1 Critically evaluate tools used for the production of games
K2 Demonstrate the appropriate selection and use of tools for the production of games
K3 Formulate, specify and present original game-play concepts and mechanics
K4 Determine appropriate evaluation strategies for games
K5 Identify and anticipate the business, marketing and financial constraints on the development of games

Cognitive skills in the context of the subject(s)
C1 Critique, analyze and review documents relating to games design
C2 Demonstrate the ability to deconstruct and critique game-play constructs, narratives and mechanisms.
C3 Show an appreciation of the social and cultural context of games
C4 Discuss the historical antecedents to modern games and game-play elements
C5 Demonstrate creativity in the production of resources for games

Subject-specific practical/professional skills
S1 Produce concept and pitch documents
S2 Produce design documents
S3 Formulate testing strategies for games
S4 Analyze games for usability and playability using appropriate theory
S5 Understand and use standard programming notations and conventions

Other skills (e.g. key/transferable) developed in subject or other contexts
O1 Create and manage projects and schedules
O2 Work in teams to achieve defined objectives
O3 Respond appropriately to critiques of individual and team work
O4 Set and communicate objectives for a team
O5 Work productively in a studio-based environment, demonstrating reflective learning and an ability to discuss and present experiences and elements of work

7. Qualities, Skills & Capabilities Profile

A Cognitive	B Practical	C Personal & Social	D Other
Critical reasoning	Writing skills	Working in teams	Presentation skills
Understanding of historical, social and cultural context	Research methods	Constructive criticism	Investigative skills
Analytical skills	Questionnaire design	Responding to criticism	
Creative skills	Interview design	Communicating	
Evaluation skills			

8. Duration and Structure of Programme/Modes of Study/Credit Volume of Study Units

(3 Years full-time; 4½-5 years part-time). Honours Degree = 360 credits; Intermediate Awards of Diploma of Higher Education and Certificate of Higher Education available at 240 and 120 credits respectively. All Honours degrees must include the study of 120 credits at Level H3.

Part II *Students take 240 credits, 120 at H2 and 120 at H3*

	Core Modules (20 credits each)	Options	Project
H3 Honours Modules	GAD3500 Level 3 Team Project [40 credits]	**Core**	**Yes**
	GAD3000 Games Scripting 3	**Core**	
	GAD3002 Game Design Theory	**Core**	
	LCT3003 Business of Computer Games	**Core**	
	GAR3000 Games Art 3	**Core**	
H2 Honours Modules	GAD2000 Games Scripting 2	**Core**	
	GAD2002 Games Narratives and Design	**Core**	
	GAR2002 Games Portfolio	**Core**	
	LCT2614 Project Skills	**Core**	
	GAD2001 Level Design 2	**Core**	
	GAD2003 Games Modelling and Animation	**Core**	

Part I (Level 1) *Students take 120 credits*

		Options	
First Year Part-Time Equivalent	GAD1000 Games Scripting 1	**Core**	
	GAD1005 Games Evaluation	**Core**	
	GAR 3D Games Art 1	**Core**	
	SED1005 Introduction to Synthesis and MIDI	**Core**	
	GAD1004 Games Design 1 [40 credits]	**Core**	

9. Learning, Teaching and Assessment Strategy

Learning and Teaching Methods
A mixture of learning and teaching methods are used, including lectures, demonstrations, practical lab sessions, critique sessions (peer and assessed) and reflective learning through journals and logs for various activities. Group work will be an important aspect of the course, with appropriate peer-assessment to ensure that credit is correctly awarded. Directed study will be a central aspect of the new Games Design modules.

Assessment Methods
Assessment tasks are linked to the learning outcomes of each module and are normally completed by the end of each module. Types of assessment include:
Written examinations (unseen or open-book), essays, assignments, projects, case study analyses, in-class tests (practical, written or online), demonstrations and interviews.

Assessment Classification System
The pass mark for individual modules is 40%. Final degree classification is based on aggregated performance in Part 2 modules according to the Technology Modular Scheme.

Honours Classification Bands
First Class   70% and above
Upper Second Class   60%-69%
Lower Second Class   50%-59%
Third Class   40%-49%
Borderline/   30%-39%
Consideration for
Unclassified degree

10. Other Information *(including compliance with relevant Institute policies)*

Date programme first offered
September 2005

Admissions Criteria

Standard Requirements

260 UCAS points or equivalent qualifications.

Non Standard Entry

Other equivalent qualifications, such as Scottish Higher passes, the Irish Leaving Certificate International Baccalaureate.
                or
Pass in a Kitemarked Access to Higher Education course.
                or
Applicants will normally also require five GCSE passes at grade C or above including Mathematics and English or equivalent.
Applicants without the above qualifications, but with relevant life/work experience will be considered for admission following an interview with a member of the course team.

Indicators of Quality and Standards
i.   Validated by panel with external subject specialists
ii.   External examiner validates Part 2 assignments and examinations
iii.   Consistent with relevant QAA Benchmark statement for computing degrees. Programme is consistent with the initial discussion guidelines for Games Design courses which are being developed by Skillset