

## Programme Specification

### BSc (Hons) Games Design with Foundation

<b>Awarding Institution:</b>	University of Bolton		
<b>Teaching Institution:</b>	University of Bolton		
<b>Division and/or Faculty/Institute:</b>	Creative Technologies Academic Group		
<b>Professional accreditation</b>	Professional body	Professional body URL	Status of graduates
	N/a	N/a	N/a
<b>Final award(s):</b>	BSc (Hons)		
<b>Interim award(s)</b>			
<b>Exit or Fallback award(s)</b>	Certificate of Foundation Certificate in Higher Education Diploma in Higher Education		
<b>Programme title</b>	Games Design		
<b>UCAS Code</b>	G613		
<b>JACS Code</b>	I620		
<b>University Course Code(s)</b>	Full-time – GAM0006		
<b>QAA Benchmark Statement(s)</b>	<ul style="list-style-type: none"> <li>• Computing</li> </ul>		

**Other internal and external reference points**

QAA Academic Infrastructure, including the Framework for Higher Education Qualifications and the Code of Practice

UK Quality Code for Higher Education

University of Bolton awards framework

**Language of study**

English

**Mode of study and normal period of study**

Full time – 4 years

**Admissions criteria****BSc (Hons) with Foundation**

For UCAS tariff points please refer to our website ([www.bolton.ac.uk](http://www.bolton.ac.uk)).

You will have at least one but preferably two A2-levels (or equivalent) in any subjects. In addition 5 GCSEs at Grade C or above including English and Mathematics will usually be required.

Students with non-traditional qualifications but relevant experience or a suitable portfolio of work which is deemed a reasonable substitute for the qualifications may be made an offer.

If English is not your first language you will also need IELTS 6.0 (or equivalent).

Interviews will usually be conducted on a one to one basis either in person or via telephone by a member of the course team. Applicants may at some point be required to show a portfolio and may be asked a variety of questions designed to assess their suitability for the course.

**Aims of the programme**

The principal aims of the programme are:

- To develop academic and professional skills to allow for opportunity to study at higher levels and enhance career development.
- To provide with a broad and fundament knowledge of computing technologies
- To provide you with a broad education in computer game design, development and technology, with a special emphasis on the technical aspects of game production.
- To equip you with the skills (especially design) and knowledge necessary to pursue a successful career in industries specialising in the creation and distribution of leisure and entertainment computing technologies.
- To use Games Design methods and techniques as a vehicle for introducing the theoretical, intellectual, creative and dynamic aspects of computing.
- To promote innovation and creativity assisted by rapid technological change.
- To provide you with the skills to research and subsequently apply this to your work.

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 Context, (viii) Research.

### **Distinctive features of the programme**

- Guest speakers from the Games industry.
- Assignments and projects based on industry pipelines and standards
- State of the art games labs featuring high end computers and industry standard software
- Opportunities for studio visits, field trips, work experience with relevant studios, for example games usability testing with companies at the University.
- Games students at the University of Bolton benefit from the presence of other disciplines within our group of courses. For example, Games Design students are encouraged to involve first year students from all three routes as test subjects for their final year projects.
- All three groups are taught together for certain modules throughout their studies at the university.
- Design students in particular benefit from the potential to utilise art student skills in their artefact production.

### **Programme learning outcomes**

#### **K. Knowledge and understanding**

On completion of the programme successful students will be able to demonstrate systematic knowledge and understanding of:

1. Appropriate evaluation strategies for games
2. The software technology involved in designing games content
3. Formulating, specifying and presenting original game-play concepts and mechanics
4. The pipelines involved in the production of games
5. The business context in which the games industry is situated
6. Conducting a major research project of relevance to the field
7. A broad range of fundamental computer technologies

#### **C. Cognitive, intellectual or thinking skills**

On completion of the programme successful students will be able to demonstrate the ability to:

1. Critique, analyse and review documents and assets relating to games design
2. Deconstruct and critique game-play constructs, narratives and mechanisms
3. Show an appreciation of the social and cultural context of games
4. Demonstrate creativity in the production of resources for games
5. Use Games Design methods and techniques as a vehicle for learning the theoretical, intellectual, creative and dynamic aspects of computing
6. Apply relevant research methods and academic theories to a relevant project
7. Explain fundamental computer methods and tools

### **P. Practical, professional or subject-specific skills**

On completion of the programme successful students will be able to demonstrate the ability to

1. Write and present games design documents
2. Use scripting based environments
3. Design levels for various genres
4. Demonstrate understanding of games design theory
5. Use 3D software relevant to games
6. Create narratives in relation to video games
7. Describe and utilise computer systems and software

### **T. Transferable, key or personal skills**

On completion of the programme successful students will be able to demonstrate the ability to:

1. Communicate orally, visually and in written documentation
2. Work in a studio based environment demonstrating reflective practice
3. Apply logical analysis to problem solving
4. Apply project management skills
5. Outline and demonstrate appropriate and ethical testing and research strategies

## Programme structure

There are 4 levels (FE3, HE4, HE5, and HE6). Each level has 120 credits and takes place over two trimesters; a fulltime student would normally complete 60 credits per trimester. All modules at foundation level must be completed successfully before students are allowed to progress onto level 1 of the degree course. All modules on the course are core and therefore must be successfully completed. The credit value of modules is 20 except for the major project, which has a credit value of 40.

Module Code	Module title	Status	Credits	1,2 or 3 Trimesters
<b>Level FE3</b>				
CTF3001	Fundamentals of Programming	C	20	1
CTF3002	Logical Analysis and Problem Solving	C	20	1
CTF3003	Introduction to Digital Entertainment Technology	C	20	1
CTF3004	Foundation Project	C	20	1
CTF3005	Computers in Society	C	20	1
CTF3006	Networks and Hardware	C	20	1
<b>Level HE4</b>				
GAM4004	Introduction to 3D CG	C	20	1
GAM4001	Introduction to Level Design	C	20	1
GAM4002	Mechanics and Metrics	C	20	1
GAD4000	Sound for Games	C	20	1
GAM4000	Scholarship	C	20	1
GAM4003	Introduction to Games Programming	C	20	1
<b>Level HE5</b>				
GAM5000	Employability and Enterprise	C	20	1
GAD5000	Intermediate Games Scripting	C	20	1
GAD5001	Games Narratives	C	20	1
GAM5001	Project Portfolio	C	20	1
GAM5002	Advanced Level Design	C	20	1
GAD5002	Intermediate 3D for Games	C	20	1
<b>Level HE6</b>				
GAM6000	Research Methods	C	20	1
GAD6000	Advanced Games Scripting	C	20	1
GAD6001	Advanced 3D for Games	C	20	1

GAD6002	Games Design Theory	C	20	1
GAM6001	Major Project	C	40	1

### Learning and teaching strategies

A mixture of learning and teaching methods is 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.

### Learning activities (KIS entry)

	Course Year			
	1	2	3	4
Scheduled learning and teaching activities	30%	33%	34%	22%
Guided independent study	70%	67%	66%	78%
Placement/study abroad	0%	0%	0%	0%

### Assessment strategy

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), written reports, assignments, projects, case study analyses, in-class tests (practical, written or online), demonstrations and presentations.

Feedback is continuous, with formative critique sessions and over-the-shoulder verbal feedback as classes progress. Students will also receive formal written feedback in response to their assignment submissions.

### Assessment methods (KIS entry)

	Course Year			
	1	2	3	4
<b>Written exams</b>	<b>0%</b>	<b>0%</b>	<b>0%</b>	<b>8%</b>
<b>Coursework</b>	<b>92%</b>	<b>94%</b>	<b>100%</b>	<b>92%</b>
<b>Practical exams</b>	<b>8%</b>	<b>6%</b>	<b>0%</b>	<b>0%</b>

## Assessment regulations

This programme by the University assessment regulations.

[Assessment Regulations for Undergraduate Modular Programmes](#)

## Grade bands and classifications

### Grade Description

Honours Degree	Mark	BTEC Equivalent
i	70%+	Distinction
ii.i	60-69%	Merit
ii.ii	50-59%	Pass
iii	40-49%	Pass
Borderline Fail	35-39%	Fail
Clear Fail	Below 35	Fail

## Role of external examiners

External examiners are appointed for all programmes of study. They oversee the assessment process and their duties include: approving assessment tasks, reviewing assessment marks, attending assessment boards and reporting to the University on the assessment process.

## Support for student learning

- The programme is managed by a programme leader
- The foundation year has a dedicated coordinator / year tutor
- Induction programme introduces the student to the University and their programme
- Each student has a personal tutor, responsible for support and guidance
- Personal Development Planning (PDP) integrated into all programmes
- Feedback on formative and summative assessments
- A Student Centre providing a one-stop shop for information and advice
- University support services include housing, counselling, financial advice, careers and a disability
- A Chaplaincy
- Library and IT services
- Student Liaison Officers attached to each Academic Group
- The Students' Union advice services
- Student and Programme Handbooks which provide information about the programme and University regulations
- The opportunity to develop skills for employment
- English language support for International students
- Specialist teaching facilities featuring high end computers and graphics hardware such as

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- graphics tablets
- Access and use of virtual learning environments for each module

### **Methods for evaluating and enhancing the quality of learning opportunities**

- Programme committees with student representation
- Module evaluations by students
- Students surveys, e.g. National Student Survey (NSS)
- Annual quality monitoring and action planning through Programme Quality Enhancement Plans (PQEPs), Data Analysis Reports (DARs) Subject Annual Self Evaluation Reports (SASERs), Faculty Quality Enhancement Plans (FQEPs), University Quality Enhancement Plan (UQEP)
- Peer review/observation of teaching
- Professional development programme for staff
- External examiner reports
- Utilising industry contacts to review course material

### **Other sources of information (Hyperlinks)**

Student portal <http://www.bolton.ac.uk/Students/Home.aspx>

Students Union <http://www.ubsu.org.uk/>

Student Handbook

Programme Handbook

Student Entitlement Statement

Module database

Moodle

External examiners reports

<http://www.bolton.ac.uk/Quality/QAECContents/ExternalExaminersReports/Home.aspx>

The university careers service and web pages at <http://www.bolton.ac.uk/Careers/Home.aspx>



**Document control**

**Author(s)** Craig Fortune / Brian Morris

**Approved by:** Validation

**Date approved:** [The date of sign off by the Chair of the Panel](#)

**Effective from:** SEPT 2013

**Document History:** [The nature of any modifications should be noted and dated](#)

**Foundation Year - Learning outcomes map**

Module title	Code	Status (C/O/E)	K7	C5	C6	C7	P2	P7	T1	T2	T3	T4	T5
Fundamentals of Programming	CTF3001	CORE	DTA			DTA	DTA	DTA		DTA	DTA		DTA
Logical Analysis and Problem Solving	CTF3002	CORE				DTA		DA	DT	DTA	DTA		DTA
Introduction to Digital Entertainment Technology	CTF3003	CORE	DTA			DTA		D	DA	DTA			
Foundation Project	CTF3004	CORE		DA	DA			D	DTA	DTA	DA	DTA	
Computers in Society	CTF3005	CORE	DTA			DTA		DA	DTA	DTA	DA		
Networks and Hardware	CTF3006	CORE	DTA			DTA		DTA	D	DTA	DTA		DTA

**K. Knowledge and understanding P. Practical, professional and subject specific skills C. Cognitive, Intellectual and thinking skills T. Transferable, key or personal skills**

**D = Development T = Taught A = Assessed**

## Degree - Learning outcomes map

Module title	Code	Status (C/O/E)	K1	K2	K3	K4	K5	K6	C1	C2	C3	C4	C5	C6	P1	P2	P3	P4	P5	P6	T1	T2	T3	T4	T5
Introduction to 3D CG	GAM4004	CORE		TA		TA						TA							TA		TA				
Introduction to Games Programming	GAM4003	CORE		TA		TA						TA				TA						TA	TA		
Introduction to Level Design	GAM4001	CORE	TA	TA	T	TA				T		TA			TA		TA		DT A		TA	TA	TA	TA	
Mechanics and Metrics	GAM4002	CORE	TA		TA		T		TA	TA	T		TA		TA		TA				TA		TA	TA	TA
Sound For Games	GAD4000	CORE		TA		TA				T	T	TA													
Scholarship	GAM4000	CORE	T												TA						TA	TA	T		T
Intermediate Games Scripting	GAD5000	CORE	DTA	DT A	DT A	DT A				TA		DT A			TA	DT A			DT A		DA	DA	DT A	DT A	
Games Narratives	GAD5001	CORE			DT A				TA	DT A	DT	DT A	DT A		DT A					DT A	DT A				
Intermediate 3D for Games	GAR5002	CORE		DT A		DT A						DT A							DT A		DA				
Employability and Enterprise	GAM5000	CORE					DT A				D										DT A	DT A			
Portfolio Project	GAM5001	CORE	D	D	D	DA	T			D		DA							DA		DA	DA		DA	
Advanced Level Design	GAD5002	CORE	DTA	DT A	DT A	DT A			DT A	DT A		DT A	DT A		DT A		DT A	DT A	DT A		DA	DT A		DT A	D
Advanced 3D for Games	GAD6001	CORE		DT A		DT A						DT A							DT A		DA				
Advanced Games Scripting	GAD6000	CORE	DTA	DT A	DT A	DT A				DT A		DT A				DT A			DT A		DA		DT A		
Games Design Theory	GAD6002	CORE	DTA	D	DT A	DT A	T		DT A	DT A	DT A	DT A	DT A	TD	DT A		DT A	DT A	DA		DA	DT A	DT A	D	D
Research Methods	GAM6000	CORE						TD A						TD A	DT A						DT A	DT A	DT A	DT A	DT A
Major Project	GAM6001	CORE	DA	DA	DA	DA		DA	DA	DA	D	DA		DA	DA			DA	DA	D	DT A	DA	DA	DT A	DA

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Foundation Year - Module List	Code	Level	Credit	Type	Status (C/O/E)	Assessment 1			Assessment 2		
						Assessment type	Assessment %	Add Y if final item	Assessment type	Assessment %	Add Y if final item
Fundamentals of Programming	CTF3001	FE3	20	STAN	CORE	PRA	50		CW	50	Y
Logical Analysis and Problem Solving	CTF3002	FE3	20	STAN	CORE	CW	50		CW	50	Y
Introduction to Digital Entertainment Technology	CTF3003	FE3	20	STAN	CORE	CW	50		CW	50	Y
Foundation Project	CTF3004	FE3	20	STAN	CORE	CW	100	Y			
Computers in Society	CTF3005	FE3	20	STAN	CORE	CW	50		CW	50	Y
Networks and Hardware	CTF3006	FE3	20	STAN	CORE	CW	50		CW	50	Y

**PRA (Practical); PROJ (Project); STAN (Standard); EX (Written Exam); CW (Coursework)**

Degree - Module List	Code	Level	Credit	Type	Status (C/O/E)	Assessment 1			Assessment 2		
						Assessment type	Assessment %	Add Y if final item	Assessment type	Assessment %	Add Y if final item
Introduction to 3D CG	GAM4004	HE4	20	STAN	CORE	CW	80	Y	CW	20	
Introduction to Games Programming	GAM4003	HE4	20	STAN	CORE	CW	60	Y	PRA	40	
Introduction to Level Design	GAM4001	HE4	20	STAN	CORE	CW	100	Y			
Mechanics And Metrics	GAM4002	HE4	20	STAN	CORE	CW	50		CW	50	Y
Sound For Games	GAD4000	HE4	20	STAN	CORE	CW	30		CW	70	Y
Scholarship	GAM4000	HE4	20	STAN	CORE	CW	100	Y			
Intermediate Games Scripting	GAD5000	HE5	20	STAN	CORE	CW	40		CW	60	Y
Games Narratives	GAD5001	HE5	20	STAN	CORE	CW	25		CW	75	Y
Intermediate 3D for Games	GAR5002	HE5	20	STAN	CORE	CW	100	Y			
Employability and Enterprise	GAM5000	HE5	20	STAN	CORE	PRA	50		CW	50	Y
Portfolio Project	GAM5001	HE5	20	STAN	CORE	CW	20		CW	80	Y
Advanced Level Design	GAD5002	HE5	20	STAN	CORE	CW	30		CW	70	Y
Advanced 3D for Games	GAD6001	HE6	20	STAN	CORE	CW	100	Y			
Advanced Games Scripting	GAD6000	HE6	20	STAN	CORE	CW	25		CW	75	Y
Games Design Theory	GAD6002	HE6	20	STAN	CORE	CW	50		EX	50	Y
Research Methods	GAM6000	HE6	20	STAN	CORE	CW	100	Y			
Major Project	GAM6001	HE6	40	STAN	CORE	PROJ	100	Y			

**PRA (Practical); PROJ (Project); STAN (Standard); EX (Written Exam); CW (Coursework)**

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## Foundation Year - Bolton Key Core Curriculum requirements

Module Title	Code	Status (C/O/E)	Employability										Bolton Values			
			PDP	Communication	Team work	Organisation & Planning	Numeracy	Problem solving	Flexibility & adaptability	Action planning	Self awareness	Initiative	Personal impact & confidence	Inter-nationalisation	Environmental sustainability	Social, public and ethical responsibility
Fundamentals of Programming	CTF3001	CORE	DA	D	DA	D		D		D			D			
Logical Analysis and Problem Solving	CTF3002	CORE	DA	D	DA	D	DTA	DTA	D	DTA			D			
Introduction to Digital Entertainment Technology	CTF3003	CORE	DA	D	DA	D		D					D			
Foundation Project	CTF3004	CORE	DTA	DTA	DTA	DTA		D	D	DTA	D	D	D			
Computers in Society	CTF3005	CORE	DA	D	DA	D				D			D	DTA	DTA	DTA
Networks and Hardware	CTF3006	CORE	DA	D	DA	D		D		D			D		D	

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## Degree - Bolton Key Core Curriculum requirements

Module Title	Code	Status (C/O/E)	Employability										Bolton Values			
			PDP	Communication	Team work	Organisation & Planning	Numeracy	Problem solving	Flexibility & adaptability	Action planning	Self awareness	Initiative	Personal impact & confidence	Inter-nationalisation	Environmental sustainability	Social, public and ethical responsibility
Introduction to 3D CG	GAM4004	CORE				D,T,A		D,T,A	D	D,T,A		D,A	D	D	D	D
Introduction to Games Programming	GAM4003	CORE				D,T,A		D,T,A	D	D,T,A	D	D	D	D	D	D
Introduction to Level Design	GAM4001	CORE		T,A	D,T,A	D,T,A		D,T,A	D	D,T,A	D	D	D	D	D	D
Mechanics And Metrics	GAM4002	CORE		T,A	D,A	D	D,T,A	D,T,A	D	D	D	T,A	T	D	D	D
Sound For Games	GAD4000	CORE				D,T,A		D,T,A	D	D	D	T,A	T	D	D	D
Scholarship	GAM4000	CORE	D,T	D,T,A		D,T,A		D,T,A	D	D	D	D	D	D,T,A	D	D,T,A
Intermediate Games Scripting	GAD5000	CORE		D,T,A	D,T,A	D,T,A		D,T,A	D	D	D	T,A	D	D	D	D
Games Narratives	GAD5001	CORE		D,T,A	D	D		D,T,A	D	D	D	D	T	D	D	D
Intermediate 3D for Games	GAR5002	CORE		D,A	D	D		D,T,A	D	D	D	D,A	T	D	D	D
Employability and Enterprise	GAM5000	CORE	D,T	D,T,A		D,T,A			D,T,A	D, T	D	D	D,T,A	D,T	D	D,T,A
Portfolio Project	GAM5001	CORE	D	D,T,A		D,T,A		D,A	D	D,T,A	D	D	D	D	D	D
Advanced Level Design	GAD5002	CORE		A,T	D,T,A	D,A		D,T,A	D,T,A	D	D	D	D	D	D	D
Advanced 3D for Games	GAD6001	CORE		D,A		D		D,T,A	D	D	D	D	D	D	D	D
Advanced Games Scripting	GAD6000	CORE		D		D,A		D,T,A	D	D	D	D	D	D	D	D
Games Design Theory	GAD6002	CORE		D,A	D,T,A	D	D,T,A	D,T,A	D	D	D	D	D	D,T,A	D	D,T,A
Research Methods	GAM6000	CORE	D,T,A	D,T,A	D,A	D,T,A	D	D,T,A	D	D	D	A,D	D	D	D	D,T,A
Major Project	GAM6001	CORE	D,T,A	D,A	D,A	D,T,A	D,A	D,A	D,A	D,T,A	D	D	D	D	D	D,T,A

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