Programme Specification(s)

BSc (Hons) Games Design

Awarding Institution:	University of Bolton		
Teaching Institution:	University of Bolton		
Division and/or Faculty/Institute:	Faculty of Arts and Media Technologies		
Professional accreditation	Professional body	Professional body URL	Status of graduates
	N/a	N/a	N/a
Final award(s):	BSc (Hons)		
Interim award(s)	N/A		
Exit or Fallback award(s)	Certificate in Higher Education in Games Design Diploma in Higher Education in Games Design		
Programme title	Games Design		
UCAS Code	G613		
JACS Code	I620		
University Course Code(s)	Full-time – GAM0002 Part-time – GAM5006		
QAA Benchmark Statement(s)	Computing		
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 – 3 years Part time - 5 years		

Admissions criteria

You should have a minimum of two GCE A2-level passes (or equivalent and five GCSEs at grade C or above (or equivalent) including Maths and English.

If English is not your first language you will need to complete a Secure English Language Test at IELTS 6.0 or equivalent

Students without the required entry qualifications can be considered for interview. A portfolio of work may be required at the interview, if this is deemed a reasonable substitute for the qualifications, an offer can be made.

Interviews will be conducted on a one to one basis by a member of the course team. Applicants may be required to bring a portfolio to the interview and will be expected to answer a variety of questions designed to assess their suitability for the course.

Aims of the programme

The principal aims of the programme are:

- 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.

C. Cognitive, intellectual or thinking skills
On completion of the programme successful students will be able to demonstrate the ability to:

1. Critique, analyze 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

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

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. Formulate appropriate and ethical testing and research strategies

Programme structure
There are 3 levels (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 and a part time student not more than 40. 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 is 40.

Module Code	Module title	Core/ Option/ Elective (C/O/E)	Credits	Length (1, 2 or 3 periods)
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
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
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**
Scheduled learning and teaching activities	33%	37%	26%
Guided independent study	67%	63%	74%
Placement/study abroad	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**
Written exams	0%	0%	8%
Coursework	94%	100%	92%
Practical exams	6%	0%	0%

Assessment regulations

- Assessment Regulations for Undergraduate Modular Programmes

Grade bands and classifications

Grade Description	Mark %	Honours Degree Classification
Work of exceptional quality	70+	i
Work of very good quality	60-69	ii.i
Work of good quality	50-59	ii.ii
Work of satisfactory quality	40-49	iii
Borderline fail	35-39	
Fail	Below 35	

Honours classification
You will normally be awarded the honours classification resulting from the application of either Rule ACM20 or Rule ACM6.

Rule ACM20

A weighted average of the marks from modules worth a total of 200 credits at Levels HE5 and HE6 combined, including the marks from modules worth no more than 80 credits at least at Level HE5 (weighted 30 percent) and marks from modules worth at least 120 credits at Level HE6 (weighted 70 percent), which represent the best marks achieved by you at those Levels.

Where the average falls unequivocally into one of the following bands: 48.00 - 49.99, 58.00 - 59.99, 68.00 - 69.99; and you have achieved marks clearly in an honours classification category higher than their average for modules worth at least 110 credits, then you will be awarded an honours degree in the classification category one higher than that indicated by your average.

Rule ACM6 (an alternative if you do not have sufficient marks at Levels HE5 and 6 to apply ACM20)

A simple average of the equally weighted marks from modules worth 120 credits at Level HE6 which represent the best marks achieved by you at that Level.

Where the average falls unequivocally into one of the following bands: 48.00 – 49.99, 58.00 – 59.99, 68.00 – 69.99; and you have achieved marks clearly in an honours classification category higher than their average for modules worth at least 70 credits, then you will be awarded an honours degree in the classification category one higher than that indicated by their average.

Where you have marks available for fewer than 120 credits at Level HE6, honours

classification shall normally be based **solely** on a simple average of the available marks for modules at Level HE6, subject to there being marks for a **minimum of 60 credits awarded by the University**. **Upgrading of the honours classification will not normally be available where there are marks available for fewer than 120 credits at Level HE6**, unless this is explicitly approved.

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
- 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 Faculty
- The Students' Union advice services
- Faculty 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 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/
Faculty Handbook http://www.bolton.ac.uk/students/ Programme Handbook
Module database: http://modules.bolton.ac.uk
External examiners reports
http://www.bolton.ac.uk/Quality/QAEContents/ExternalExaminersReports/Home.aspx
The university careers service and web pages at
http://www.bolton.ac.uk/Careers/Home.aspx

Document control

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Learning outcomes map

Module title	Mod 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	C		TA		TA						TA							TA		TA				
Introduction to Games Programming	GAM4003	C		TA		TA						TA				TA						TA	TA		
Introduction to Level Design	GAM4001	C	TA	TA	T	TA				T		TA			TA		TA		DTA		TA	TA	TA	TA	
Mechanics and Metrics	GAM4002	C	TA		TA		T		TA	TA	T		TA		TA		TA				TA		TA	TA	TA
Sound For Games	GAD4000	C		TA		TA				T	T	TA													
Scholarship	GAM4000	C	T												TA						TA	TA	T		T
Intermediate Games Scripting	GAD5000	C	DTA	DTA	DTA	DTA				TA		DTA			TA	DTA			DTA		DA	DA	DTA	DTA	
Games Narratives	GAD5001	C			DTA				TA	DTA	DT	DTA	DTA		DTA					DTA	DTA				
Intermediate 3D for Games	GAR5002	C		DTA		DTA						DTA							DTA		DA				
Employability and Enterprise	GAM5000	C					DTA				D										DTA	DTA			
Portfolio Project	GAM5001	C	D	D	D	DA	T			D		DA							DA		DA	DA		DA	
Advanced Level Design	GAD5002	C	DTA	DTA	DTA	DTA			DTA	DTA		DTA	DTA		DTA		DTA	DTA	DTA		DA	DTA		DTA	D
Advanced 3D for Games	GAD6001	C		DTA		DTA						DTA							DTA		DA				
Advanced Games Scripting	GAD6000	C	DTA	DTA	DTA	DTA				DTA		DTA				DTA			DTA		DA		DTA		
Games Design Theory	GAD6002	C	DTA	D	DTA	DTA	T		DTA	DTA	DTA	DTA	DTA	TD	DTA		DTA	DTA	DA		DA	DTA	DTA	D	D
Research Methods	GAM6000	C						TDA						TDA	DTA						DTA	DTA	DTA	DT	DTA
Major Project	GAM6001	C	DA	DA	DA	DA		DA	DA	DA	D	DA		DA	DA			DA	DA	D	DTA	DA	DA	DTA	DA

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

Module listing

Module title	Mod Code	Level	Credits	Type	Core/ Option /Elective C/O/E	Assessment 1			Assessment 2			Assessment 3		
						Assessment type	Assessment %	Add Y if final item	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	CW	100	**Y**						

Bolton Key Core Curriculum requirements

Module Title	Module Code	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	C				D,T,A		D,T,A	D	D,T,A		D,A	D	D	D	D
Introduction to Games Programming	GAM4003	C				D,T,A		D,T,A	D	D,T,A	D	D	D	D	D	D
Introduction to Level Design	GAM4001	C		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	C		T,A	D,A	D	D,T,A	D,T,A	D	D	D	T,A	T	D	D	D
Sound For Games	GAD4000	C				D,T,A		D,T,A	D	D	D	T,A	T	D	D	D
Scholarship	GAM4000	C	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	C		D,T,A	D,T,A	D,T,A		D,T,A	D	D	D	T,A	D	D	D	D
Games Narratives	GAD5001	C		D,T,A	D	D		D,T,A	D	D	D	D	T	D	D	D
Intermediate 3D for Games	GAR5002	C		D,A	D	D		D,T,A	D	D	D	D,A	T	D	D	D
Employability and Enterprise	GAM5000	C	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	C	D	D,T,A		D,T,A		D,A	D	D,T,A	D	D	D	D	D	D
Advanced Level Design	GAD5002	C		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	C		D,A		D		D,T,A	D	D	D	D	D	D	D	D
Advanced Games Scripting	GAD6000	C		D		D,A		D,T,A	D	D	D	D	D	D	D	D
Games Design Theory	GAD6002	C		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	C	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	C	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