

## Course Specification

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<b>Produced By:</b>	Oliver Jones
<b>Status:</b>	Validated

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## Core Information

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<b>Awarding Body / Institution:</b>	University of Wolverhampton		
<b>School / Institute:</b>	School of Media		
<b>Course Code(s):</b>	CS009F01NC CS009F31NC	Full-time Part-time	2 Years 3 Years
<b>Course Title:</b>	Foundation Degree (Science) in Interactive Media and Computer Games Development at Heart of Worcestershire College		
<b>Hierarchy of Awards:</b>	Foundation Degree (Science) Interactive Media and Computer Games Development Certificate of Higher Education Interactive Media and Computer Games Development University Statement of Credit University Statement of Credit		
<b>Language of Study:</b>	English		
<b>Date of DAG approval:</b>	24/May/2017		
<b>Last Review:</b>	2015/6		
<b>Course Specification valid from:</b>	2009/0		
<b>Course Specification valid to:</b>	2021/2		

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## Academic Staff

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<b>Course Leader:</b>	Jonathan Briggs
<b>Head of Department:</b>	Mr Ross Winning

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# Course Information

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<b>Location of Delivery:</b>	Heart of Worcestershire College
<b>Category of Partnership:</b>	Supported Delivery of University Provision
<b>Teaching Institution:</b>	Heart of Worcestershire College
<b>Open / Closed Course:</b>	This course is open to all suitably qualified candidates.

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## Entry Requirements:

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Entry requirements are subject to regular review. The entry requirements applicable to a particular academic year will be published on the University website (and externally as appropriate e.g. UCAS)

### 2017 Entry

The entry qualifications will be the standard requirement for Foundation degrees. Minimum CC grades from A Levels:

'A' level (A2 / Advanced GCE) in a computing subject.

OR

'A' level (A2 / Advanced GCE) in another subject plus 'AS' in a computing subject or interest in interactive media and games.

OR

BTEC National Diploma in an IT, computing, games or interactive media area.

OR

AVCE (Double award) ICT at 'DD' or single award plus other 'A' level qualifications.

AND

Maths & English GCSE Grade C or above or Key Skills Communications and Application of Number at Level Two or equivalent levels of attainment given the nature of the award.

OR

Employees with Modern Apprentice at Level 3.

OR

Access to H.E. Certificate.

OR

Equivalent Level 3 qualifications, e.g. NVQ Level 3 using IT.

## Distinctive Features of the Course:

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- Direct progression from Level 3 Games & Interactive Media course (HOW College)
- Level 5 qualification with direct progression onto the final year (level 6) of the BA (Hons) in Computer Games Design at UoW.
- Workshop environment
- Latest course specific hardware and software
- Established links with University of Wolverhampton
- WBL links with West Midlands Police, The Stroke Centre & Shire Consulting

- High consistent retention, achievement and success results
- Experienced and approachable staff
- Assess to Media studios including green screen, TV studio, sound studios and professional equipment
- Central location

### Educational Aims of the Course:

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The pathway aims to enable you to:

- Obtain employment and build a career in the Interactive Media/Games industry
- Proceed to higher education or training, for instance a top-up degree, a professional qualification or wider opportunities.

More specifically, the course provides you with:

- A broad understanding of “real life” working practises in the production of Interactive Media products through work based learning opportunities.
- Skills in the presentation of work to clients.
- A range of technical and methodological skills necessary to analyse and implement the construction of Interactive Media and Games products.
- Skills relating to the development and understanding of web-based technologies.
- Skills to develop marketing strategies in the promotion of new products.
- The ability to develop sound and video for use with Interactive Media and Games products.
- Opportunities to develop design and creative abilities.

### Intakes:

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September

### Major Source of Funding:

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OTHER FUNDING

### Tuition Fees:

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Tuition fees are reviewed on an annual basis. The fees applicable to a particular academic year will be published on the University website.

Year	Status	Mode	Amount
2017/8	Home / EU	Full Time	£6700

### PSRB:

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None

### Course Structure:

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**September (Full-Time)**

Part time students study alongside full time students. However, they do not study more than 80 credits in each academic calendar year.

## Year 1

Module	Title	Credits	Period	Type
4DM001	Video Editing and Post Production Techniques	20	SEM1	Core
4DM031	Interface Design	20	SEM1	Core
4DM030	Introduction to Asset Creation and Interaction in Games	20	SEM1	Core
4DM002	Introduction to Web Development	20	SEM2	Core
4DM029	Working to a Client Brief (WBL)	20	SEM2	Core
4DM032	Character Creation, Rigging and Animation	20	SEM2	Core

## September (Full-Time)

Part time students study alongside full time students. However, they do not study more than 80 credits in each academic calendar year.

## Year 2

Module	Title	Credits	Period	Type
5DM036	Game Production and Authoring	20	SEM1	Core
5DM037	Pitch and Development (WBL)	20	SEM1	Core
5DM035	Group Project	20	SEM1	Core
5DM003	3D Character Design and Scenarios (Work Based Learning)	20	SEM2	Core
5DM038	Audio Asset Creation for Games and Interactive Media	20	SEM2	Core
5DM002	Interactive Media in Practice (Work Based Learning)	20	SEM2	Core

## Learning, Teaching and Assessment

Academic Regulations Exemption:

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None

Reference Points:

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- Framework for Higher Education Qualifications (FHEQ)
- QAA Subject Benchmark
- Equality Act 2010

Learning Outcomes:

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CertHE Course Learning Outcome 1 (CHECLO1)

Demonstrate knowledge of the underlying concepts and principles associated with your area(s) of study, and an ability to evaluate and interpret these within the context of that area of study

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CertHE Course Learning Outcome 2 (CHECLO2)

Demonstrate an ability to present, evaluate and interpret qualitative and quantitative data, in order to develop lines of argument and make sound judgements in accordance with basic theories and concepts of your subject(s) of study.

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CertHE Course Learning Outcome 3 (CHECLO3)

Evaluate the appropriateness of different approaches to solving problems related to your area(s) of study and/or work

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CertHE Course Learning Outcome 4 (CHECLO4)

Communicate the results of your study/work accurately and reliably, and with structured and coherent arguments

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CertHE Course Learning Outcome 5 (CHECLO5)

Demonstrate the qualities and transferable skills necessary for employment requiring the exercise of some personal responsibility

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FD Course Learning Outcome 1 (FDCL01)

Demonstrate a broad understanding of 'real life' working practices in the creation of Games and Interactive Media products.

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FD Course Learning Outcome 2 (FDCL02)

Demonstrate a range of technical, research and methodological skills, including design, implementation/integration and evaluation, for the construction of Interactive Media and Games products.

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FD Course Learning Outcome 3 (FDCL03)

Demonstrate a range of personal and professional skills relevant to working within the Games and Interactive Media industry to include both project management and reflective practice.

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FD Course Learning Outcome 4 (FDCL04)

Communicate, and work effectively and professionally, within the games/interactive media industry and related fields including marketing.

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FD Course Learning Outcome 5 (FDCL05)

Understand the underpinning principles of Interactive Media and Games production

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FD Course Learning Outcome 6 (FDCL06)

Creatively apply relevant principles and techniques to the design of Games and Interactive Media products.

Overview of Assessment:

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Module	Title	Course Learning Outcomes
4DM001	Video Editing and Post Production Techniques	CHECLO5
4DM002	Introduction to Web Development	CHECLO2, CHECLO4
4DM029	Working to a Client Brief (WBL)	CHECLO1, CHECLO3, CHECLO5
4DM030	Introduction to Asset Creation and Interaction in Games	CHECLO1, CHECLO2, CHECLO5
4DM031	Interface Design	CHECLO3, CHECLO5
4DM032	Character Creation, Rigging and Animation	CHECLO1, CHECLO2, CHECLO5
5DM002	Interactive Media in Practice (Work Based Learning)	FDCLO1, FDCLO4
5DM003	3D Character Design and Scenarios (Work Based Learning)	FDCLO1, FDCLO2, FDCLO4
5DM035	Group Project	FDCLO2, FDCLO3, FDCLO4
5DM036	Game Production and Authoring	FDCLO2, FDCLO5, FDCLO6
5DM037	Pitch and Development (WBL)	FDCLO1, FDCLO4, FDCLO5
5DM038	Audio Asset Creation for Games and Interactive Media	FDCLO2, FDCLO5, FDCLO6

### Teaching, Learning and Assessment:

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- Lectures, tutorials and practical workshops
- Case studies
- Analysis of concepts and theories
- Individual research activities to develop problem solving and project management skills
- Reflection and assessment of your own performance and interpersonal skills
- Work experience in an approved organisation.
- Reports based on case studies
- Group practical activities based on a substantial computing problem
- Role play
- Online activities for informal assessment
- Virtual Learning Environment
- Multimedia Presentations
- Visiting Speakers from industry

### Student Support:

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Each module has embedded skills development which can be specific to the subject area or generic skills such as digital literacy, communication, research, analysis, synthesis, etc. This is reflected in the learning outcomes of the modules.

Each student has a personal tutor to whom they can refer if they have any issue, and they can be referred to further help within the College and/or the University if needs be (such as Special Needs students). Students can also find skills advice on the UoW learning centre website <http://www.wlv.ac.uk/lib/> , and on the Student Union webpages <http://www.wolvesunion.org/> .

### Employability in the Curriculum:

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Opportunities to develop employability skills run throughout the course for example 4DM029 Working to a Client Brief and 5DM037 Pitch and Development together with 5DM002 Interactive Media in Practice (Work Based Learning), 5DM003 3D Character Design and Scenarios (Work Based Learning). You will be able to develop work as an individual artist, study key contemporary working practices and collaborate with other students on the course.

Employment in the interactive media & games industry such as:

3D Visualiser

Web developer

Games Designer

Game Developer

3D Character & Scenario Designer

Progression to top-up degree in a related subject area, existing options include the BA (Hons) Computer Games Design in the Faculty of Arts. Postgraduate study is an option after successful completion of the BA (Hons) or equivalent.



THE UNIVERSITY OF OPPORTUNITY