

Course Specification

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Produced By:	Laura Clode
Status:	Validated

Core Information

Awarding Body / Institution:	University of Wolverhampton		
School / Institute:	School of Mathematics and Computer Science		
Course Code(s):	CS010M01UV CS010M31UV	Full-time Part-time	18 Months 3 Years
Course Title:	BSc (Hons) Computing Games Development (Top-up)		
Hierarchy of Awards:	Bachelor of Science with Honours Computing Games Development Bachelor of Science Computing Games Development University Statement of Credit University Statement of Credit		
Language of Study:	English		
Date of DAG approval:	31/May/2017		
Last Review:	2015/6		
Course Specification valid from:	2009/0		
Course Specification valid to:	2021/2		

Academic Staff

Course Leader:	Dr Thomas Hartley
Head of Department:	Dr Kevan Buckley

Course Information

Location of Delivery:	University of Wolverhampton
Category of Partnership:	Not delivered in partnership
Teaching Institution:	University of Wolverhampton
Open / Closed Course:	This course is open to all suitably qualified candidates.

Entry Requirements:

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

- A Foundation Degree or HND in Computing or related subject
- Successful completion of the <http://courses.wlv.ac.uk/course.asp?code=IC007T01UVD>> International Foundation Year in Science and Engineering
- If you've got other qualifications or relevant experience, please contact [The Gateway](#) for further advice before applying.
- International entry requirements and application guidance can be found [here](#)

Other Requirements

Students must have studied a minimum of two years post GCSE level. However, it is expected that some applicants will be mature students with work experience, who wish to further their career development. These applicants will be processed through standard procedures, which may involve an interview as part of the process. Please see <http://wlv.ac.uk/mature> for further information.

Those who do not meet the entry requirements may be offered an alternative course

Distinctive Features of the Course:

In 2009, a team of our students won a BAFTA award after winning a national competition Dare to be Digital, a video games development contest organised with Channel 4.

We have a dedicated computer games laboratory for games development specialists, as part of our iconic IT Complex.

As a Games Development student you will have the opportunity to benefit from the support and expertise of your fellow students by joining our established 'Games Society', where you could find yourself competing in national competitions.

Educational Aims of the Course:

We have designed our BSc (Hons) Computing Games Development (Top-Up) course to meet the needs of those students with a relevant HND or Foundation Degree who wish to develop skills in Games Development.

This course enables you to develop the skills necessary to contribute to the development of computer games. As a student on this course you will have the opportunity to gain an understanding of and experience in, the theory, practice and applications of games development.

Intakes:

September

Major Source of Funding:

Office for Students (OFS)

Tuition Fees:

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
2020/1	H	Full Time / Sandwich	£9250.00
2020/1	Overseas	Full Time / Sandwich	£12250.00
2020/1	H	Part Time	£3050.00
2020/1	Overseas	Part Time	£6125.00

PSRB:

CS010M01UV (Full-time)

Professional Accreditation Body:
BCS the Chartered Institute for IT

Accrediting Body:
BCS, the Chartered Institute for IT

Accreditation Statement:
Accredited by BCS, the Chartered Institute for IT for the purposes of fully meeting the academic requirement for registration as a Chartered IT Professional

Approved	Start	Expected End	Renewal
01/Sep/2010	01/Sep/2010	01/Sep/2017	01/Sep/2017

CS010M31UV (Part-time)

Professional Accreditation Body:
BCS the Chartered Institute for IT

Accrediting Body:
BCS, the Chartered Institute for IT

Accreditation Statement:
Accredited by BCS, the Chartered Institute for IT for the purposes of fully meeting the academic requirement for registration as a Chartered IT Professional

Approved	Start	Expected End	Renewal
01/Sep/2010	01/Sep/2010	01/Sep/2017	01/Sep/2017

Course Structure:

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
5CS025	Games Development	20	SEM1	Core
6CS014	Complex Systems	20	SEM1	Core
5CS027	Techniques for Games Development	20	SEM2	Core
6CS016	Project and Professionalism with Games Artefact	40	CRYRA	Core
5CS021	Numerical Methods and Concurrency	20	SEM1	Core
6CS025	Advanced Games Technologies and Programming	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
6CS005	High Performance Computing	20	SEM1	Core
6CS013	Emerging Interactive Technologies	20	SEM1	Core

Please note: Optional modules might not run every year, the course team will decide on an annual basis which options will be running, based on student demand and academic factors, to create the best learning experience.

Learning, Teaching and Assessment

Academic Regulations Exemption:

None

Reference Points:

- Framework for Higher Education Qualifications
- QAA Subject Benchmark for Computing
- HEA Employability Profiles for Computing
- Skills Framework for the Information Age
- e-Skills
- British Computer Society
- Equality Act 2010
- University Documents
- FSE Documents

Learning Outcomes:

Topup Course Learning Outcome 1 (DEGCLO1)

Apply a full understanding, knowledge and experience of the principles of systematic software development (e.g. best practice methodologies in software design and development, testing and evaluation, object oriented design methods) and its applications to the design and production of dependable computer systems.

Topup Course Learning Outcome 2 (DEGCLO2)

Demonstrate and apply knowledge of computer hardware and software with particular reference to the application of software development practice to the delivery of high quality software systems.

Topup Course Learning Outcome 3 (DEGCLO3)

Apply appropriate theory, tools and techniques (e.g. practice of programming, object-oriented data systems, design and construction of web systems, networks) to the analysis, design and synthesis of solutions to requirements in the domain of computing;

Topup Course Learning Outcome 4 (DEGCLO4)

Demonstrate mastery of the essential facts, concepts, principles, theories and practices enabling graduate employment in applications of computing (e.g. system support and management, systems engineer, web system development);

Topup Course Learning Outcome 5 (DEGCLO5)

Demonstrate a range of transferable skills in: problem solving; communication; project management; working individually and in teams; self-management; and the ability to gather, evaluate and reflect on information from relevant sources and synthesise new knowledge and solutions to requirements in the domain of applications of computing;

Topup Course Learning Outcome 6 (DEGCLO6)

Demonstrate a range of social, legal, ethical and professional skills required for continuing professional development in the computing discipline within a world-wide context.

Overview of Assessment:

Module	Title	Course Learning Outcomes
5CS021	Numerical Methods and Concurrency	ORDCLO2, ORDCLO3, ORDCLO4, ORDCLO5
5CS025	Games Development	ORDCLO3, ORDCLO4
5CS027	Techniques for Games Development	ORDCLO3
6CS005	High Performance Computing	DEGCLO1, DEGCLO2, DEGCLO3, ORDCLO1, ORDCLO2, ORDCLO3
6CS013	Emerging Interactive Technologies	DEGCLO1, DEGCLO2, DEGCLO5, ORDCLO1, ORDCLO2, ORDCLO5
6CS014	Complex Systems	DEGCLO3, ORDCLO3
6CS016	Project and Professionalism with Games Artefact	DEGCLO4, DEGCLO5, DEGCLO6, ORDCLO4, ORDCLO5, ORDCLO6
6CS025	Advanced Games Technologies and Programming	DEGCLO1, DEGCLO2, DEGCLO3, DEGCLO4, ORDCLO1, ORDCLO2, ORDCLO3, ORDCLO4

Teaching, Learning and Assessment:

You will engage with a range of learning activities which will include lectures, tutorials, workshops and on-

line forums and in class discussions. The learning activities on your course will develop distinctive graduate attributes that will make you stand out and enhance your employability. These skills will be embedded into the curriculum throughout your course. Examples include:

Games Development: This course builds on the principles and methodologies in Games Programming. You will learn about games related technologies such as game engines for the rapid prototyping of games, network programming for multiplayer games and mobile games technologies. The course includes work on AI and Physics introduced in the second year of study, and then in the final year of study you will apply these to create more intelligent characters in your games.

Digitally Literacy: All Computing Games Development graduates will surely be users of advanced technologies. However, on your course you will develop your skills to encompass literacy more fully such as learning how to find information and how to take best advantage of digital resources and the Internet to make you effective in the Information Age.

Global Citizenship: On each level of your course you will learn about social, legal and ethical aspects of Computing, which will broaden your understanding of the way the world works and how communication and collaboration are evolving.

Knowledgeable and Enterprising: Throughout your course you will build up your professional and employability skills and learn to apply the knowledge you have acquired in an enterprising way. You will constantly nurture your own intellectual curiosity. The tools, methodologies and techniques that you will learn have been carefully selected to prepare you with the skills that employers demand and the opportunities for work based learning and placements will allow you to gain the vital experience that they often expect.

Assessment Methods:

At the University of Wolverhampton, a variety of modes of assessment will be used to support and test your learning and progress and to help you develop capabilities that are valued beyond your University studies and into your working life. Your course may include a variety of assessment activities:

Written examinations (including online examinations, open and closed book examinations and quizzes)
Coursework (for example, essays, reports, portfolios, project proposals and briefs, CVs, poster presentation)
Practical (for example, oral and video presentations, laboratory work, performances, practical skills assessment)

In the final year of your undergraduate degree, and at the end of your postgraduate degree, you are likely to be expected to write an extended piece of work or research, such as a dissertation or a practice-based piece of research.

Student Support:

Course support:

At the start of each year of your course you will be assigned a Personal Tutor who will guide you through the induction process and provide support and academic counselling throughout the year on an appointment basis. They should be able to offer you advice and guidance to help you liaise with other staff and support facilities in the School and University. You should meet your Personal Tutor at least 3 times a year, which must include meetings that you are invited to at critical points in your course.

The Personal Tutor provides academic counselling and will be accessible throughout the week on a drop-in or appointment basis to discuss timetables, requests for extensions, requests for extenuating circumstances, general concerns about study and student life and general programme planning. The Personal Tutor will act as a first point of contact in relation to leave of absence (including returning after leave), withdrawal, transferring to another course (internal and external) and changes to mode of attendance. Your Course Leader will be available thereafter for meetings by appointment to discuss leave of absence, withdrawal, transferring to another course (internal and external), changes to mode of attendance, returning after leave of absence and direct entrants.

Subject support:

Tutorials, workshops, seminars and meetings - provide the primary opportunities for students to interact with staff on topics relating to modules. All modules provide at least one of these forms of face-to-face support.

Formative feedback - tutors provide personalised written feedback on most summative assessments. The mechanism for feedback from purely formative tasks varies between assessments, but will always be provided in some form. Online formative tasks often provide feedback straight away. On occasions tutors may provide generalised verbal feedback to the whole class on points relating to an assessment

Assessment and subject-based surgeries provide additional student support for subjects that students often need extra help with. They are often concentrated around the times when assessments take place. Revision sessions are provided for many modules that have exam-like tests and enable you to interact with tutors to review parts of the course. Mock exams and tests may provide opportunities to experience an examination environment before the final summative test and give you feedback on your understanding.

Employability in the Curriculum:

Graduates from this course may pursue a career in the games industry such as games programmer/developer. In addition, you could become a programmer, system developer or technician. Successful completion of the course will also allow you to continue your studies at postgraduate level.



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