

Course Specification

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Status:	Validated

Core Information

Awarding Body / Institution:	University of Wolverhampton		
School / Institute:	Wolverhampton School of Art		
Course Code(s):	DM015F01NC DM015F31NC	Full-time Part-time	2 Years 3 Years
UCAS Code:			
Course Title:	Foundation Degree (Art) Digital Media and Games Design at Heart of Worcestershire College		
Hierarchy of Awards:	Foundation Degree (Arts) Digital Media and Games Design Certificate of Higher Education Digital Media and Games Design University Statement of Credit University Statement of Credit		
Language of Study:	English		
Date of DAG approval:	08/Apr/2019		
Last Review:	2018/9		
Course Specification valid from:	2018/9		
Course Specification valid to:	2024/5		

Academic Staff

Course Leader:	Jonathan Briggs
Head of Department:	James Duckhouse

Course Information

Location of Delivery:	Heart of Worcestershire College
Category of Partnership:	Supported Delivery of University Provision
Teaching Institution:	Heart of Worcestershire College
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

Requirements

48 UCAS points and A-C GCSEs including maths and English.

Applicants will also be required to provide satisfactory reference. Those meeting the entry requirements may be shortlisted for a Portfolio Review. The Portfolio Review should include visual evidence of related achievements or produced work to help gauge the potential student's suitability for the course.

Other requirements

Students should 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.

The College has a commitment to widening participation in Higher Education and will therefore give careful consideration to prior experiential learning, non-traditional qualifications and qualifications obtained outside of the United Kingdom.

Distinctive Features of the Course:

Unlike some other courses that have a specific game related focus. This course aims to give students in-depth knowledge on what is expected within the games industry; but also aims to show students that their skills are an asset in other related digital media environments. This gives students a wider range of potential employability options and a broader skillset.

The course modules are structured to give students a natural progression to make sure they are not overwhelmed or become demotivated. A selection of varying modules is included that involve 2D and 3D design; level design; animation and gameplay mechanics. Other modules allow students to interact with peers and local organisations in a controlled and constructive environment.

Modules have been formed to allow students to further improve their portfolio. Opportunities to improve student portfolios will be encouraged throughout and all modules have been strategically formed to allow practical examples of student work to be visually expressed.

Opportunities to develop employability skills run throughout the course and a practical experience of complete production life-cycles allow students to choose the direction of their career and their specialism more realistically and informatively. Also, if a student decided to become an independent developer, they would benefit from having a much better understanding and practical experience of professional workflows.

Educational Aims of the Course:

The Digital Media and Games Design industries are both rapidly expanding and increasing in use and

popularity. From the increased use of apps to the continued popularity of gaming; courses in Digital Media and Games Design have never been so relevant and in demand.

This course will provide each student with a broad understanding and knowledge of digital media game design and a closely selected range of digital media techniques and methodological skills necessary to analyse, design and implement these media.

Example modules include -

Interaction in Games; Game Modelling; and Game Structures. These will give students a strong introduction into creating enjoyable gaming environments. This strong foundation will then allow students to form their own creative projects through Game Production; Character Modelling; and Advanced Modelling for Games.

Other modules consist of Graphic Design; Working to a Client Brief; Digital Animation and Video Production. These modules allow students to understand their design skills can be used within the games industry, but also other pathways as well. It will allow students to develop broader knowledge of 2D and 3D visualisation.

In the latter stages of the course, students will be asked to interact with local companies and clients in the form of Pitch and Development; and Emerging Technologies. Students will have the opportunity to create projects and use more advanced technology to cater for the client's needs.

Students will be encouraged and supported to work both individually and collaboratively on various design projects throughout the course. A Group Project is also incorporated to allow students to understand the importance of teamwork, communication and professional workflows.

After successful completion of the Foundation Degree a student could carry on and complete one more year at university to gain a BA Honours degree in Games Design at the University of Wolverhampton. The course also provides students with the relevant vocational and technical skills to start work in games design.

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
No related data			

PSRB:

None

Course Structure:

September (Full-time)

Year 1

Module	Title	Credits	Period	Type
4DM039	Interaction in Games	20	SEM1	Core
4DM040	Game Modelling	20	SEM1	Core
4DM041	Game Structures	20	SEM1	Core
4DM042	Graphic Design	20	SEM2	Core
4DM029	Working to a Client Brief (WBL)	20	SEM2	Core
4DM043	Digital Animation and Video Production	20	SEM2	Core

September (Part-time)

Year 1

Module	Title	Credits	Period	Type
4DM039	Interaction in Games	20	SEM1	Core
4DM040	Game Modelling	20	SEM1	Core
4DM042	Graphic Design	20	SEM2	Core
4DM029	Working to a Client Brief (WBL)	20	SEM2	Core

September (Full-time)

Year 2

Module	Title	Credits	Period	Type
5DM037	Pitch and Development (WBL)	20	SEM1	Core
5DM035	Group Project	20	SEM1	Core
5DM049	Emerging Technologies	20	SEM1	Core
5DM046	Game Production	20	SEM2	Core
5DM047	Character Modelling	20	SEM2	Core
5DM048	Advanced Modelling for Games	20	SEM2	Core

September (Part-time)

Year 2

Module	Title	Credits	Period	Type
4DM041	Game Structures	20	SEM1	Core
5DM035	Group Project	20	SEM1	Core
4DM043	Digital Animation and Video Production	20	SEM2	Core
5DM048	Advanced Modelling for Games	20	SEM2	Core

September (Part-time)

Year 3

Module	Title	Credits	Period	Type
5DM037	Pitch and Development (WBL)	20	SEM1	Core
5DM049	Emerging Technologies	20	SEM1	Core
5DM047	Character Modelling	20	SEM2	Core
5DM046	Game Production	20	SEM2	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:

Quality Code - [Part A: Setting and Maintaining Academic Standards](#). Including :

[Qualifications Frameworks](#)

[Characteristics Statements](#)

[Credit Frameworks](#)

[Subject Benchmark Statements](#)

Quality Code - [Part B: Assuring and Enhancing Academic Quality](#)

[University Policies and Regulations](#)

Equality Act (2010)

Learning Outcomes:

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.

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.

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

CertHE Course Learning Outcome 4 (CHECLO4)

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

CertHE Course Learning Outcome 5 (CHECLO5)

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

Foundation Course Learning Outcome 1 (FDCL01)

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

Foundation Course Learning Outcome 2 (FDCL02)

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

Foundation Course Learning Outcome 3 (FDCL03)

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

Foundation Course Learning Outcome 4 (FDCL04)

Communicate, and work effectively and professionally, within the games/digital media industry and related fields including marketing and working with clients.

Foundation Course Learning Outcome 5 (FDCL05)

Understand and apply emerging technology to Digital Media and Games production.

Foundation Course Learning Outcome 6 (FDCL06)

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

Overview of Assessment:

Module	Title	Course Learning Outcomes
4DM029	Working to a Client Brief (WBL)	CHECLO1, CHECLO2, CHECLO3, CHECLO4, CHECLO5
4DM039	Interaction in Games	CHECLO1, CHECLO2, CHECLO3, CHECLO5
4DM040	Game Modelling	CHECLO1, CHECLO2, CHECLO3, CHECLO5
4DM042	Graphic Design	CHECLO1, CHECLO2, CHECLO3, CHECLO5
4DM043	Digital Animation and Video Production	CHECLO1, CHECLO2, CHECLO3, CHECLO5
5DM035	Group Project	FDCLO1, FDCLO2, FDCLO3, FDCLO4, FDCLO6
5DM037	Pitch and Development (WBL)	FDCLO1, FDCLO2, FDCLO3, FDCLO4, FDCLO5, FDCLO6
5DM046	Game Production	FDCLO1, FDCLO2, FDCLO5, FDCLO6
5DM047	Character Modelling	FDCLO1, FDCLO2, FDCLO6
5DM048	Advanced Modelling for Games	FDCLO1, FDCLO2, FDCLO5, FDCLO6
5DM049	Emerging Technologies	FDCLO1, FDCLO2, FDCLO3, FDCLO4, FDCLO5, FDCLO6

Teaching, Learning and Assessment:

All learning activities in this course are embedded with key skills that will enable graduates to be a digitally literate practitioner with the necessary set of skills at the right level and a portfolio of work to pursue a career within the field of digital media and games design.

Teaching and learning environments can consist of the following strategies -

- Undertaking project-based learning activities, workshops and case studies, supported by lectures and seminar sessions
- Structured studio and lab learning
- Software tuition
- Practical demonstration
- Teamwork
- Group discussions
- Group lead projects
- Presentations from industry professionals
- Individual and group tutorials
- Problem-based tasks inside and outside the sessions
- Formative and summative assignments and feedback
- Use of web and other digital software support material
- Self-directed study

Assessment Strategy

All summative assessments are course-based and there are no written exams. Most module sessions happen in workshops where weekly feedback is given while students work on their projects and discuss their progress.

Level Four

- Essay and report writing
- Presentations
- Development and production of game concepts
- Reflective learning logs
- Producing practical work based on a brief
- Creating game levels

Level Five

- Cooperative group planning of projects
- Group production of finished artefacts
- Presentations
- Reflective learning logs
- Design documents & report writing
- Producing practical work based on a self-initiated proposal
- Producing practical work based on a brief

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:

All students will be encouraged and supported to work both individually and collaboratively on various design projects throughout the course. Each student will be given the opportunity to prepare a high-quality portfolio before graduation which focuses and expresses each student's strengths and unique characteristics. This will be helped by the inclusion of innovative technologies such as virtual systems and the inclusion of working with professional organisations chosen from the surrounding area.

If individual students are not confident in their academic skillset, such as report writing; staff will be on hand to help progress these skills and give guidance.

General University support:

[University Learning Centres](#) are the key source of academic information for students. Learning Centres provide physical library resources (books, journal, DVDs etc.) and offer a range of study areas to allow students to study in the environment that suit them best: Social areas, quiet and silent areas. Learning Centres also provide access to wide range of online information sources, including eBooks, e-Journals and subject databases.

Learning Centres also provide students with academic skills support via the [Skills for Learning programme](#). Students on campus can attend workshops or ask for one-to-one help on a range of skills such as academic writing and referencing. Students can access a range of online skills material at: www.wlv.ac.uk/lib/skills

The [University Student Support website](#) offers advice on a variety of matters (careers, counselling, student union advice, etc.) Students can also access these services by booking appointment with the SU, careers, counselling services, etc.

Course Specific Support

The HE Engagement Officer comes into the weekly workshop sessions to specifically support students with any disabilities or learning needs. This might include supporting students to apply for Disabled Student Allowance, to understand any barriers they may experience as a result of any form of disability and to support internal welfare referrals. In addition more general support is offered to any HE student on the course to support their achievement and to help them progress both within the course and onto the optional 3rd year.

Employability in the Curriculum:

During the course, there will be opportunities to identify what skills and areas of interest a student is especially attracted to. Each student will be encouraged to focus on these specific aspects to allow them every chance of acquiring employability in their chosen field. Students will also be given the chance to communicate with professional individuals through the work based learning modules. This will give them an opportunity to network and become more known to local companies and organisations.

Optional progression to the final year of the BA (Hons) Computer Games Design course at the University of Wolverhampton is also available to acquire a higher qualification.

This allows students to acquire guidance from Heart of Worcestershire College and the University of Wolverhampton. This gives larger scope to allow students to find related job opportunities and suitable pathways in a broader area.



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