

Course Specification

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Status:	Course is Validated - record setup in progress

Core Information

Awarding Body / Institution:	University of Wolverhampton		
School / Institute:	School of Creative Industries		
Course Code(s):	DM019H01UM DM019H31UM	Full-time Part-time	3 Years 6 Years
Course Title:	BA (Hons) Game Design		
Hierarchy of Awards:	Bachelor of Arts with Honours Game Design Bachelor of Arts Game Design Diploma of Higher Education Game Design Certificate of Higher Education Game Design		
Language of Study:	English		
Date of DAG approval:	16/Sep/2024		
Last Review:	2009/0		
Course Specification valid from:	2023/4		
Course Specification valid to:	2025/6		

Academic Staff

Course Leader:	Mr Brian Cattell
Head of Department:	

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)

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Other Requirements

Applicants will also be required to provide satisfactory reference. Those meeting the entry requirements may be shortlisted for a Portfolio Review.

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.

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

CCC from 'A' levels

BTEC QCF Extended Diploma grade MMM

BTEC QCF Diploma grade DD

Access to HE Diploma full award (Pass of 60 credits - of which a minimum of 45 credits must be at level 3 including 18 at Merit or Distinction).

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](#)

Successful completion of the International Foundation Year in Social Sciences or International Foundation Year in Arts

Distinctive Features of the Course:

Unlike some other game courses that focus on either design aspects of the game or on the production and programming aspects, this course is a fine balance between design and development of games within creative art & design framework.

You are introduced to all the necessary steps in creating games, from generating the initial ideas and concepts to designing the characters, environments, and other 2D and 3D game arts. You will then move into the creation of assets through modelling, texturing, animation. Finally you bring everything together in a game engine and add interactivity by using code to bring the game into life. You will work both in teams and individually while gaining experience in the complete life cycle of producing a game.

In the final year, you would have the opportunity to focus more on those aspects of the game production that you are more interested in. You can do this by adjusting the focus of the year-long final major project and choosing a suitable area for the experimental module.

Having a practical experience of the complete game production life-cycle would allow you to choose the direction of your career and your specialism more realistically and informatively. Also, if you decide to

become an independent game developer, you would benefit from having a much better understanding and practical experience of game production pipeline

Educational Aims of the Course:

Games Design is an exciting and fast-changing industry. It requires a combination of a wide range of knowledge and skills. This course will take you through all the main areas of games design, from initial ideas generation, concept design, 2D and 3D design and modelling, sound design, level design, animation and interaction design, to the final playable game. You will research and understand the current and emerging trends with the games design industry and apply your findings to your own design work.

The main aim of the course is to prepare you for the world of employment as a critical, reflective and skilled practitioner. It will prepare you to enter the games industry as a multi-skilled designer. During your studies, you will have the opportunity to engage with a wide range of industry guest speakers.

You will be encouraged and supported to work both individually and collaboratively on various game design projects throughout the course. In the final year, you will have the opportunity to focus your experiments and projects on your particular areas of interest within game design and prepare a portfolio of high quality work before you graduate. The course will support your learning through innovative new technologies such as motion capture and virtual reality systems. You will also have the opportunity to engage with a wide range of industry guest speakers

Intakes:

September
January

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)

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

Module	Title	Credits	Period	Type
4DM033	Games Design in Context	20	SEM1	Core
4DM038	Visual Development	20	SEM1	Core
4DM011	3D Level Design	20	SEM1	Core
4DM010	Introduction to 3D Modelling	20	SEM2	Core
4DM028	Games Design Strategy and Process	20	SEM2	Core
4DM022	Interactivity For Games	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.

Module	Title	Credits	Period	Type
5DM040	Serious Game Design	20	SEM1	Core
5DM009	Advanced Level Design	20	SEM1	Core
5DM026	Audio for Games Design	20	SEM1	Core
5DM027	Immersion and Atmosphere in Games	20	SEM2	Core
5DM010	Team Production	20	SEM2	Core
5DM034	3D Production	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.

Module	Title	Credits	Period	Type
6DM023	Major Project: Computer Games Design	40	YEAR	Core
6DM005	Product, Pitch and Presentation	20	SEM1	Core
6DM006	Interactive Media Experimentation	20	SEM1	Core
6DM007	Creative Media Practice	20	SEM2	Core
6DM028	Professional Development	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:

Reference Points:

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

[Qualifications Frameworks](#)

[Characteristics Statements](#)

[Credit Frameworks](#)

[Subject Benchmark Statements](#) – *QAA Benchmark Art and Design; Media, Film and Cultural Studies*

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

[University Policies and Regulations](#)

Equality Act (2010)

Overview of Assessment:

As part of the course approval process, the course learning outcomes were mapped to each of the modules forming the diet of the programme of study. This process confirmed that all course learning outcomes can be met through successful completion of the modules. This mapping applies to the final award as well as to all of the intermediate awards.

Learning Outcomes	Modules
CERTHE01 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	
CERTHE02 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.	
CERTHE03 Evaluate the appropriateness of different approaches to solving problems related to your area(s) of study and/or work	
CERTHE04 Communicate the results of your study/work accurately and reliably, and with structured and coherent arguments	
CERTHE05 Demonstrate the qualities and transferable skills necessary for employment requiring the exercise of some personal responsibility	
DIPHE01 Demonstrate knowledge and critical understanding of the well-established principles of your area(s) of study, and of the way in which those principles have developed with an understanding of the limits of your knowledge, and how this influences analyses and interpretations based on that knowledge.	
DIPHE02 Demonstrate the ability to apply underlying concepts and principles outside the context in which they were first studied, including, where appropriate, the application of those principles in an employment context.	
DIPHE03 Demonstrate knowledge of the main methods of enquiry in the subject(s) relevant to the named award, and ability to evaluate critically the appropriateness of different approaches to solving problems in the field of study.	
DIPHE04 Use a range of established techniques to initiate and	

undertake critical analysis of information, and to propose solutions to problems arising from that analysis.

Learning Outcomes

Modules

DIPHE05 Effectively communicate information, arguments and analysis in a variety of forms to specialist and non-specialist audiences, and deploy key techniques of the discipline effectively.

DIPHE06 Demonstrate the qualities and transferable skills necessary for employment, requiring the exercise of personal responsibility and decision-making and undertake further training, developing existing skills and acquire new competences that will enable them to assume significant responsibility within organisations.

BHONSN01 Demonstrate your understanding of the processes of the games design industry and its place within global culture.

BHONSN02 Demonstrate your knowledge of games design and have the skill set to adapt to new, unfamiliar ways of working.

BHONSN03 Generate new ideas and demonstrate your understanding of the design process from concept to realisation.

BHONSN04 Conduct research and communicate successfully with different audiences.

BHONSN05 Manage your own time and co-operate with others towards collective and individual aims.

BHONSN06 Evidence your emerging design and software skills.

BHONS01 Demonstrate your in-depth understanding of the processes of the games design industry and its place within global culture.

BHONS02 Demonstrate your knowledge of your specialism within the industry and have the skill set to adapt to new, unfamiliar ways of working.

BHONS03 Critically generate new ideas. Take creative risks through experimentation with emerging/established technologies and demonstrate your understanding of the design process from concept to realisation.

BHONS04 Conduct research and communicate successfully with audiences and work effectively with a range of external and professional agencies.

BHONS05 Manage your own time and co-operate with others towards collective and individual aims.

BHONS06 Evidence your emerging design and software skills which will enable you to influence your own career path.

Teaching, Learning and Assessment:

All learning activities in this course are embedded with key skills that will enable our 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 computer games design.

- Undertaking project based learning activities, workshops and case studies, supported by lectures and

- seminar sessions
- Structured studio and lab learning
- Software tuition
- Practical demonstration
- Team work
- Group discussions
- Group lead projects
- Presentations from industry professionals
- Interactive seminar and lecture presentations
- Visits to game shows, galleries and screenings
- Individual and group tutorials
- Self-directed study
- Problem-based tasks inside and outside the sessions
- Formative and summative assignments and feedback
- Undertaking project-based learning activities, workshops and case studies, supported by lectures and seminar sessions
- Use of Web and other digital software support material
- Opportunity to undertake professional experience on a professional placement module.
- 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 present 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 level

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

Level Six

- Advanced projects that embed theoretical & practical knowledge and understanding
- Cooperative group planning of projects
- Conducting experimentations
- Group production of finished artefacts
- Presentations
- Reflective learning logs
- Essay and 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:

You will be encouraged and supported to work both individually and collaboratively on various game design projects throughout the course. In the final year, you will have the opportunity to focus your experiments and projects on your particular areas of interest within game design and prepare a portfolio of high quality work before you graduate. The course will support your learning through innovative new technologies such as motion capture and virtual reality systems. You will also have the opportunity to engage with a wide range of industry guest speakers.

Employability in the Curriculum:

The focus of the course is on preparing you for the world of work in the creative industry. In the final year of the course, you will be studying a specific module, "Employability for Games Design", that focuses on preparing you for the process of getting a job related to your skills and interests. As part of the module you will research and identify suitable career paths, preparing your CV, create your professional portfolio, and prepare for interviews.



THE UNIVERSITY OF OPPORTUNITY