

DEFINITIVE COURSE RECORD

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| Course Title | BSc (Hons) Games Development |
| Awarding Bodies | University of Suffolk |
| Level of Award ¹ | FHEQ Level 6 |
| Professional, Statutory and Regulatory Bodies Recognition | None |
| Credit Structure ² | 360 Credits Level 4: 120 Credits Level 5: 120 Credits Level 6: 120 Credits |
| Mode of Attendance | Full-time and Part-time |
| Standard Length of Course ³ | 3 years full-time |
| Intended Award | BSc (Hons) Games Development BSc (Hons) Games Development (Design) BSc (Hons) Games Development (Programming) |
| Named Exit Awards | BSc Games Development BSc Games Development (Design) BSc Games Development (Programming) DipHE Games Development CertHE Games Development |
| Entry Requirements ⁴ | Typical Offer: 112 UCAS tariff points (or equivalent) Applicants may be expected to attend an interview and show a portfolio as part of the application process |
| Delivering Institution(s) | University of Suffolk |
| UCAS Code | TBC |

This definitive record sets out the essential features and characteristics of the BSc (Hons) Games Development course. The information provided is accurate for students entering level 4 in the 2025/26 academic year⁵.

Course Summary

The BSc (Hons) Games Development course is focused on the rapid design and production of computer games from initial prototyping through to complete digital artefacts. This work takes place on both an individual basis and in teams and gives students a thorough grounding in the game production pipeline.

¹ For an explanation of the levels of higher education study, see the [QAA Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies \(2024\)](#)

² All academic credit awarded as a result of study at the University adheres to the [Higher education credit framework for England](#).

³ Where the course is delivered both full-time and part-time, the standard length of course is provided for the full-time mode of attendance only. The length of the part-time course is variable and dependent upon the intensity of study. Further information about mode of study and maximum registration periods can be found in the [Framework and Regulations for Undergraduate Awards](#).

⁴ Details of standard entry requirements can be found in the [Admissions Policy](#) and further details about Disclosure and Barring Checks (DBS) can be found on the [University's DBS webpage](#).

⁵ The University reserves the right to make changes to course content, structure, teaching and assessment as outlined in the [Admissions Policy](#).

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The course embeds an iterative design philosophy alongside a contemporary approach to games project management into the core of the course. The work involved in the design and development of games is both intellectually stimulating and also technically challenging, and the course provides students with the opportunity to produce assets both individually and as contributors to teams that they are able to take, with confidence, to potential employers.

The course is structured in a pathway system to not only respond to industry demands, but also allow students to build a module diet that more closely matches their specific interests and target jobs. The theoretical underpinning for games design is constantly employed to reinforce the practice, which pushes students to think creatively about the work that they are undertaking, the audience for their work and the design decisions that they are making.

Course Aims

In providing this course, the University and the course team aim to:

1. Provide students with extended projects allowing them opportunities to synthesise knowledge generate ideas and develop software/design concepts to a professional standard.
2. Offer students the opportunity to develop strong prototyping skills.
3. Provide students with practical experience of gameplay scripting.
4. Offer students the opportunity to demonstrate their autonomy over production of games and projects.
5. Allow students to develop a body of work that demonstrates the link between the practical artefacts being produced and the underpinning theory that has informed it.
6. Provide opportunities for students to demonstrate their developing autonomous skills and command over the production process for game related assets as both individuals and in groups.
7. Offer the opportunities to students to communicate their vision and research skills to diverse audiences.
8. Provide students with the opportunities to produce work which relates directly to employment opportunities within the contemporary games industry.
9. Provide opportunities for students to demonstrate their ability to act as independent learners synthesising their knowledge and skills in novel and innovative ways.
10. Provide opportunities for students' knowledge, skills and experience to be transferred to others within a clearly structured, supportive and interdisciplinary learning environment.
11. Provide opportunities to contribute to the widening access to computer games education in the region, supporting both the strategic regional aims of the university and their key stakeholders.

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Course Learning Outcomes

The following statements define what students graduating from the BS (Hons) Games Development course will have been judged to have demonstrated in order to achieve the award. These statements, known as learning outcomes, have been formally approved as aligned with the generic qualification descriptor for level 6 awards as set out by the UK Quality Assurance Agency (QAA).⁶

By the completion of Level 6 the student will have demonstrated the full range of in-depth knowledge and skills as set out in the aims and learning outcomes for the degree as a whole. The student will be thoroughly versed in all aspects of games design and production and be able initiate and deliver sophisticated workable assets to agreed specifications both in teams and individually. The student will be able to effectively respond to complex design briefs provided by industry and to communicate their outcomes to diverse audiences in an appropriate format. The student will be able to demonstrate a sophisticated understanding of theory and issues that underpin their practice. They will also be able to critically evaluate the intended outcomes against agreed criteria. The student will be able to present work in a portfolio to a professional standard and aimed at intended employers. Students will also be able to design, make and produce work which demonstrates an understanding of the widening application of games design skills in the contemporary environment.

Subject Specific Knowledge and Understanding

1. Demonstrate through a variety of written forms the sustained application of accurate theories and knowledge to the production of game related artefacts and assets.
2. Produce sophisticated artefacts that demonstrate application of contemporary theory and knowledge in their field commensurate with undergraduate standard.
3. Critically evaluate the requirements of external briefs prioritising key methods and techniques in the development and delivery of practical game related artefacts.
4. Demonstrate a sophisticated understanding of audiences' requirements for artefacts created

Behavioural and Cognitive Key Skills

5. Gather, sort and synthesise detailed relevant information recognising their own current limits to knowledge.
6. Independently negotiate and execute a brief to an advanced standard, applying relevant skills and knowledge.
7. Revise designs in an iterative way based on feedback from multiple sources and to accurately document and audit this process.
8. Critically reflect on, evaluate and communicate to diverse audiences, in a variety of formats, work undertaken.
9. Produce work independently and act proactively to achieve high quality outcomes.

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10. Demonstrate advanced understanding of appropriate project management methods through sustained practical application.

Pathway Specific Knowledge and understanding

11. Design and implement solutions to creative problems using relevant skills and knowledge to iteratively develop game artefacts

12. Investigate and create solutions to programming problems using relevant skills and knowledge to iteratively develop game artefacts

Course Design

The design of this course has been guided by the following Competency Frameworks:

- QAA Subject Benchmark for Computing (2022);
- International Games Developers Association – Games Design, Development and Studies;
- ScreenSkills Undergraduate Course Accreditation Guidelines for Computer Games.
- TIGA Games Course benchmark (2024)*

Course Structure

The BSc (Hons) Games Development comprises modules at levels 4, 5 and 6.

Module Specifications for each of these modules are included within the course handbook, available to students on-line at the beginning of each academic year.

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| | Module | Credits | Module Type ⁷ |
|----------------|-----------------------------------|---------|--------------------------|
| Level 4 | | | |
| | Introduction to Game Studies | 30 | R |
| | Group Project | 30 | R |
| | Introduction to Game Development | 30 | R |
| | Introduction to Programming | 30 | O |
| | Introduction to Game Design | 30 | O |
| Level 5 | | | |
| | Managing Games Production | 30 | R |
| | Artificial Intelligence for Games | 30 | O |
| | Programming for Graphics | 30 | O |
| | Game Engine Development | 30 | O |
| | Technical and Level Design | 30 | O |
| | Narrative Design | 30 | O |
| | Design Methods | 30 | O |
| Level 6 | | | |
| | Professional Practice | 30 | R |
| | Games Development Masterclass | 30 | R |
| | Extended Project | 30 | R |
| | Advanced Programming | 30 | O |
| | Advanced Design Methods | 30 | O |

All the Above optional modules will be offered every year.

Awards

On successful completion of the course, students will be awarded a BSc (Hons) Games Development.

To be awarded BSc (Hons) Games Development (Design) students must have completed 360 credits including all mandatory modules plus Introduction to Game Design at L4, Narrative design, Technical and Level design and Design Methods at level 5, plus Advanced design methods at level 6.

To be awarded BSc (Hons) Games Development (Programming) students must have completed 360 credits including all mandatory modules plus Introduction to Programming at level 4, plus Game Engine Development, Artificial Intelligence for Games, and Programming for Graphics at level 5, plus Advanced Programming at level 6.

⁷ Modules are designated as either mandatory (M), requisite (R) or optional (O). For definitions, see the [Framework and Regulations for Undergraduate Awards](#)

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Students who successfully complete 300 credits, including 120 credits at levels 4 and 5 and 60 credits at level 6 will be eligible for a BSc Games Development.

Students who successfully complete 300 credits, including 120 credits at levels 4 and 5 and 60 credits, including Advanced Design Methods at level 6 will be eligible for a BSc Games Development (Design).

Students who successfully complete 300 credits, including 120 credits at levels 4 and 5 and 60 credits, including Advanced Programming at level 6 will be eligible for a BSc Games Development (Programming).

Students who leave the course early may be eligible for a DipHE Games Development on successful completion of 240 credits or a CertHE Games Development on successful completion of 120 credits including any mandatory modules at level 4.

Course Delivery

The course is delivered at Ipswich. Students studying full-time on BSc (Hons) Games Development are likely to have approximately 12 contact hours per week for level 4, 10 contact hours per week for level 5, and 4 contact hours per week for level 6. The contact hours will be a mix of lecture, seminar and practical activity. Students will normally be expected to undertake 32 hours of independent study in an average week at levels 4 and 5 and 37 per at level 6, but should be prepared for this to vary based on assignment deadlines and class exercises.

Course Assessment

A variety of assessments will be used on the course to enable students to experience and adapt to different assessment styles. The assessment methods used will be appropriate to assess each module's intended learning outcomes. Assessment on the course overall will be 100% coursework (including essays, reports, presentations, group work, reflective learning journals and research projects).

Course Team

The academic staff delivering this course are drawn from a team that includes teaching specialists and current practitioners. All staff are qualified in their subjects with their own specialist knowledge to contribute to the course.

Course Costs

Students undertaking BSc (Hons) Games Development will be charged tuition fees as detailed below.

| Student Group | Tuition Fees |
|-------------------------|-----------------------------|
| Full-time UK/EU | £9,535 per year |
| Part-time UK/EU | £2,384 per 30 credit module |
| Full-time International | £15,690 per year |
| Part-time International | £3,923per 30 credit module |

Payment of tuition fees is due at the time of enrolment and is managed in accordance with the Tuition Fee Policy.

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Academic Framework and Regulations

This course is delivered according to the Framework and Regulations for Undergraduate Awards and other academic policies and procedures of the University and published on the [website](#).