

DEFINITIVE COURSE RECORD

Course Title	BA (Hons) Computer Games Design
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	BA (Hons) Computer Games Design
Named Exit Awards	DipHE Computer Games Design CertHE Computer Games Design
Entry Requirements ⁴	Typical Offer: 110 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	University of Suffolk
UCAS Code	GW42

This definitive record sets out the essential features and characteristics of the BA (Hons) Computer Games Design course. The information provided is accurate for students entering level 4 in the 2017-18 academic year.⁵

Course Summary

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

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 production 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.

¹ For an explanation of the levels of higher education study, see the [QAA Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies \(2014\)](#)

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](#)

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

DEFINITIVE COURSE RECORD

The course is structured so that the theoretical underpinning for games design is constantly employed to reinforce the practice. This 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

- To provide final year undergraduates with extended negotiated projects allowing them opportunities to synthesise their knowledge and generate ideas and concepts that will allow them to design and produce innovative work to the highest standard
- To offer students the opportunity to demonstrate their autonomous control over the production of a range of game related assets for different audiences and purposes
- To provide extended project opportunities where students can demonstrate their specialist software skills
- To offer students the opportunity to develop a body of negotiated work that demonstrates closely the link between the practical artefacts being produced and the underpinning theory that has informed it
- To offer, through extended project work, the opportunities for students to demonstrate fully their abilities to act as independent learners and reflective practitioners
- To provide, through extended negotiated projects, 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
- To offer, through extended project work, the opportunities to students to communicate their vision and research skills to diverse audiences
- To provide students with the opportunities to produce work which relates directly to employment opportunities they have explored within the contemporary computer games industry
- To provide extended opportunities for students to demonstrate their ability to act as independent learners synthesising their knowledge and skills in novel and innovative ways
- To provide opportunities for students' knowledge, skills and experience to be transferred to others within a clearly structured, supportive and interdisciplinary learning environment
- To provide graduates who are able to make a contribution to widening access to computer games education in the region, supporting both the strategic regional aims of the university and their key stakeholders

Course Learning Outcomes

The following statements define what students graduating from the BA (Hons) Computer Games Design 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

⁶ As set out in the [QAA Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies \(2014\)](#)

DEFINITIVE COURSE RECORD

The learning outcomes below relate to the generic content of the modules to be delivered at Level 6. At times these outcomes are module specific but there is also overlap and repetition that has been designed to inform and reinforce learning. As students work through the production pipelines necessary for a rounded graduate, they will gain cognitive experiences and practical transferable skills applicable to a range of situations that they will encounter in industry. This means that there cannot be a simple distinction between the levels. However, there is a distinct path of progression between the levels of study in that we expect students to achieve outcomes with a greater degree of sophistication and with more autonomy as they progress through the course. Students will also be able to apply the knowledge they have gained to a greater variety of situations. As they progress through the course they will also be expected to participate in the crucial component of knowledge transfer which is embedded both formally and informally within the course structure.

The learning outcomes for each level are divided into two categories. The first category list subject specific knowledge and understanding. The second deals with behavioural and cognitive key skills. On the whole these skills are generic to undergraduate studies.

- **Level 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 aspect 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. Be able to 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. Be able to produce sophisticated artefacts that demonstrate application of contemporary theory and knowledge of games design.
3. Be able to critically evaluate the requirements of external briefs prioritising key methods and techniques in the development and delivery of practical game related artefacts
4. Be able to demonstrate advanced understanding and application of appropriate software relevant to the production of assets
5. Be able to apply advanced skills and abilities within the discipline of games design to relevant market sectors and new and emerging areas within the discipline

DEFINITIVE COURSE RECORD

6. Be able to demonstrate a sophisticated understanding of audiences' requirements for artefacts created

Behavioural and Cognitive Key Skills

1. Be able to gather, sort and synthesise detailed relevant information recognising their own current limits to knowledge
2. Be able to independently negotiate and execute a brief to an advanced standard
3. Be able to revise designs in an iterative way based on feedback from multiple sources and to accurately document and audit this process
4. Be able to critically reflect on, evaluate and communicate to diverse audiences, in a variety of formats, work undertaken
5. Be able to produce work independently and act proactively to achieve high quality outcomes
6. Be able to draw on appropriate knowledge, skills and understanding from different aspects of the discipline to apply to current issues
7. Demonstrate advanced understanding of appropriate project management methods through sustained practical application

Course Design

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

- International Games Developers Association – Games Design, Development and Studies
- Skillset Undergraduate Course Accreditation Guidelines for Computer Games

Course Structure

The BA (Hons) Computer Games Design 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.

	Module	Credits	Module Type ⁷
Level 4			
	Introduction to Critical Games Studies	20	R
	Introduction to Design Methods	20	R
	3D Modelling for Games	20	R
	Introduction to Digital Production Techniques: Scripting	20	R
	Group Project	40	R

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

DEFINITIVE COURSE RECORD

Level 5			
	Managing Games Production	20	M
	Studio Practice	20	M
	Plus 80 credits from the following:		
	Practical Prototyping	20	O
	3D Modelling for Games	20	O
	Digital Scripting for Games	20	O
	Programming for Games	20	O
	Level Design	20	O
All Option Modules are offered every year.			
Level 6			
	Portfolio	20	R
	Design Masterclass	20	R
	Game Project	40	R
	Final Project	40	M

Awards

On successful completion of the course, students will be awarded a BA (Hons) Computer Games Design. Students who leave the course early may be eligible for a DipHE Computer Games Design on successful completion of 240 credits including all mandatory modules at levels 4 and 5, or a CertHE Computer Games Design on successful completion of 120 credits.

Course Delivery

The course is delivered at Ipswich. Students studying full-time on BA (Hons) Computer Games Design are likely to have approximately 16 contact hours per week for level 4, 14 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 20 hours of independent study in an average week and nearer 30 per week in the final year, 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).

DEFINITIVE COURSE RECORD

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.

Course Costs

Students undertaking BA (Hons) Computer Games Design will be charged tuition fees as detailed below.

Student Group	Tuition Fees
Full-time UK/EU	£9,250 per year
Part-time UK/EU	£1,454 per 20 credit module
Full-time International	£11,580 per year
Part-time International	£1,930 per 20 credit module

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

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](#).