

DEFINITIVE COURSE RECORD

Course Title	MSc Games Development
Awarding Bodies	University of Suffolk
Level of Award ¹	FHEQ Level 7
Professional, Statutory and Regulatory Bodies Recognition	None
Credit Structure ²	180 Credits at level 7
Mode of Attendance	Full-time and part-time
Standard Length of Course ³	1 year full-time
Intended Award	MSc Games Development
Named Exit Awards	PgD Games Development PgC Games Development
Entry Requirements ⁴	<ul style="list-style-type: none"> • Have been awarded a 2:2 undergraduate Bachelors honours degree or equivalent. • And/or have acquired subject expertise and qualified experience through professional employment that enables the candidate to study successfully at master's level.
Delivering Institution	University of Suffolk

This definitive record sets out the essential features and characteristics of the MSc Games Development course. The information provided is accurate for students entering level 7 in the 2018-19 academic year.⁵

Course Summary

This Master's course in Games Development is produced with the aim of providing you with the theoretical, specialist and experiential knowledge to work as professional game developers. The current games industry is fragmented into large-scale console teams and smaller scale development studios working in the independent game space. The course is designed to provide you with the skills and experience to operate in both those environments, as well as bringing game design and development experience into non-traditional game spaces such as museums, healthcare or tourism.

One of the key characteristics of the course is that it draws students from a variety of different backgrounds and disciplines - programmers, designers and artists. This reflects the structure of a professional game studio and means you will have the opportunity to work with a diverse range of students, each of whom will bring their skills to bear on a series of inter-

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 Taught Postgraduate 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

disciplinary, cross collaborative group projects. For students looking to extend their knowledge beyond a single discipline, the course also provides a framework through which you can explore and develop your skills in different directions, benefitting from the experience of both your tutors and your colleagues.

The focus is on your personal development which is then linked into extensive work in groups where you will rapidly iterate a number of products through to commercial release. This will ensure you graduate with deep insights into how to function in a collaborative team and a portfolio of work that demonstrates your skills to a professional level. You will focus on professional quality games, with opportunities to work with external industry partners on commercial briefs and licensed products. The highly intensive nature of working across several group projects will instil a deep-rooted work ethic and an understanding of the dedication and commitment expected of game developers. In parallel with your group work, you will have opportunities for deeper research into aspects of games you're interested in, while independently refining your technical and creative skills across multiple platforms.

Course Aims

The aims of the MSc Games Development are to offer an innovative, dynamic and flexible programme:

- To enable students to develop and refine their in-depth knowledge of game development, in both practical and commercial contexts;
- To provide students with opportunities to foster and develop a core set of analytical and creative problem solving skills that can be translated into effective professional practice within a range of different contexts;
- To enhance the ability of students to effectively communicate to specialist and non-specialist audiences, plan strategically and manage and lead in a range of organisations;
- To provide students with a conceptual understanding of research and the skills necessary to interrogate, analyse and evaluate game development theory and practice;
- To develop in students a range of intellectual skills reflecting both the ethos of lifelong learning and the rigour required at Masters level enabling them to demonstrate a high level of autonomy, self-direction, initiative and originality in their advanced scholarship and to become influential and effective developers in their field of practice.

Course Learning Outcomes

The following statements define what students graduating from the MSc in 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 7 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

Knowledge, Understanding & Subject Specific Skills

1. Successfully demonstrate control over the mechanics / dynamics and emotional outcomes of games projects.
2. Successfully plan, initiate, manage and evaluate a postgraduate research project and its results.
3. Successfully research and implement appropriate strategies for project delivery.
4. Implement an appropriate pipeline for game development projects from concept to post release.
5. Successfully manage yourself and a team and evaluate a range of outcomes using appropriate contemporary tools and techniques.

Cognitive Skills

1. Evaluate one's own current understanding of aspects of game production and negotiate a suitable development plan to achieve desired outcomes.
2. Demonstrate an ability to understand and synthesise contemporary research within existing published literature.
3. Critically reflect on ongoing projects, individual skills and tools in relation to work undertaken.

Key Transferable Skills

1. The ability to negotiate solo and collaborative working practices in the fulfilment of a brief.
2. The ability to demonstrate creativity in response to a project proposal or brief.
3. Demonstrate an understanding of appropriate methods of communicating outcomes and processes to a range of different audiences.
4. Identify key business requirements and develop a strategic plan to achieve them.

Course Design

The design of this course has been guided by the following QAA Benchmarks / Professional Standards:

- Framework for Higher Education Qualifications (2014)
- QAA Master's Characteristics Statement (2015)

DEFINITIVE COURSE RECORD

Course Structure

The MSc in Games Development comprises modules at level 7.

Module title	Credits	Module type	Delivery point
Level 7 modules			
Group Project 1 – Multiple rapid prototyping	20	M	S1
Group Project 2 – Single project	20	M	S2
Development Management	20	M	S1
Visual Scripting	20	M	S1
Individual Learning Plan	20	M	YL
Final Project Planning	20	M	S2
Final Project	60	M	S3

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

Awards

On successful completion of the course, students will be awarded a MSc Games Development. Students who leave the course early may be eligible for a PgD Games Development on successful completion of 120 credits or a PgC Games Development on successful completion of 60 credits.

Course Delivery

The course is delivered at the University of Suffolk in Ipswich. Students studying full-time on MSc Games Development are likely to have approximately 10 – 12 contact hours per week. The contact hours will be a mix of lectures, seminars tutorials and practical activity (i.e. supported workshops). Students will normally be expected to undertake 20-25 hours of independent study in an average week, 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 entirely coursework-based comprising of project proposals and plans, individual and group presentations, reports, reflective journals and game artefacts.

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.

DEFINITIVE COURSE RECORD

Course Costs

Students undertaking MSc Games Development will be charged tuition fees as detailed below:

Student Group	Tuition Fees
Full-time UK/EU	£7,650 per year
Part-time UK/EU	£850 per 20 credit module
Full-time International	£13,000 per year
Part-time International	£1,450 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 Taught Postgraduate Awards and other academic policies and procedures of the University and published on the [website](#).