

DEFINITIVE COURSE RECORD

Course Title	BSc (Hons) Games Development (with Professional Placement)
Awarding Bodies	University of Suffolk
Level of Award ¹	FHEQ Level 6
Professional, Statutory and Regulatory Bodies Recognition	None
Credit Structure ²	480 Credits Level 4: 120 Credits Level 5: 120 Credits plus 120 placement credits* Level 6: 120 Credits *For an award 'with Professional Placement,' 120 placement credits are also required
Mode of Attendance	Full-time
Standard Length of Course ³	4 years full-time
Intended Award	BSc (Hons) Games Development (with Professional Placement) BSc (Hons) Games Development (Design) (with Professional Placement) BSc (Hons) Games Development (Programming) (with Professional Placement)
Named Exit Awards	DipHE Games Development DipHE Games Development (with Professional Placement) 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	University of Suffolk
UCAS Code	TBC

This definitive record sets out the essential features and characteristics of the BSc (Hons) Games Development (with Professional Placement) course. The information provided is accurate for students entering level 4 in the 2023-24 academic year.⁵

Course Summary

The BSc (Hons) Games Development (with Professional Placement) 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 \(2014\)](#)

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](#) 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 in order 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 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.
2. Offer students the opportunity to develop strong prototyping skills which allow them to represent ideas within an engine independently.
3. Provide students with practical experience in gameplay scripting to grant students the opportunity to craft design ideas through a lens of implementability.
4. Offer students the opportunity to demonstrate their autonomous control over the production of a range of game related assets for different audiences and purposes.
5. Provide extended project opportunities where students can demonstrate their specialist software skills.
6. 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.
7. Offer, through extended project work, the opportunities for students to demonstrate fully their abilities to act as independent learners and reflective practitioners.
8. 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.
9. Offer, through extended project work, the opportunities to students to communicate their vision and research skills to diverse audiences.
10. Provide students with the opportunities to produce work which relates directly to employment opportunities they have explored within the contemporary games industry.

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11. Provide extended opportunities for students to demonstrate their ability to act as independent learners synthesising their knowledge and skills in novel and innovative ways.
12. Provide opportunities for students' knowledge, skills and experience to be transferred to others within a clearly structured, supportive and interdisciplinary learning environment.
13. 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) 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

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 to 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 level six 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.

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

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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.
10. 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:

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

Course Structure

The BSc (Hons) Games Development with Professional Placement 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			
	Algorithms and Data Structures	20	O
	Maths for Software Development	20	O
	Introduction to Programming	20	O
	Design Methods 1	20	O
	Introduction to Game Development	20	R
	Game Jams	20	R
	Introduction to Non-Digital Game Design	20	O
	Design Methods 2	20	O
	Group Project	20	R
Level 5			
	Game Engine Development	20	O
	Tools Programming	20	O
	Artificial Intelligence	20	O
	Programming for Graphics	20	O

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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	Managing Games Production	20	M
	Advanced Design Methods	20	O
	Digital Scripting for Games	20	O
	Games Research Methods	20	M
	Rapid Game Development	20	O
	Level Design	20	O
Placement Year			
	Professional practice (sandwich year)	120	Mandatory
Level 6			
	Professional Practice	20	R
	Game Development Masterclass	40	R
	Portfolio	20	R
	Honours Project	40	M

Awards

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

To be awarded BSc (Hons) Games Development (Design) with Professional Placement, students must have completed 360 credits including all mandatory modules plus Design Methods 1, Design Methods 2, and Introduction to Non-Digital Game Design at level 4, plus Digital Scripting for Games, Advanced Design Methods, Level Design, and Rapid Game Development at level 5, plus all modules at level 6.

To be awarded BSc (Hons) Games Development (Programming) with Professional Placement, students must have completed 360 credits including all mandatory modules plus Algorithms and Data Structures, Maths for Software Development, and Introduction to Programming at level 4, plus Game Engine Development, Tools Programming, Artificial Intelligence, and Programming for Graphics at level 5, plus all modules at level 6.

Students who leave the course early may be eligible for a DipHE Games Development on successful completion of 240 credits including any mandatory modules at levels 4 and 5. Those students who leave the course early and, in addition to the above, have successfully completed the sandwich year and have been awarded 120 placement credits may be eligible for DipHE Games Development (with Professional Placement).

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

Course Delivery

The course is delivered at Ipswich. Students studying full-time on BSc (Hons) Games Development with Professional Placement 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

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nearer 30 per week in the final year, but should be prepared for this to vary based on assignment deadlines and class exercises.

For the sandwich year involving a full year of professional practice, students are expected to engage in 1090 hours of professional practice (including 30 weeks of supervised and relevant work experience), 10 hours of tutorials and online support, and 100 hours of independent study.

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.

Course Costs

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

Student Group	Tuition Fees
Full-time UK	£9,250 per year (excluding sandwich year, for which the fee will be £1,850 for the year)
Part-time UK	Not applicable
Full-time EU/International	£14,598 per year (excluding sandwich year, for which the fee will be £2,875 for the year)
Part-time EU/International	Not applicable

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](#).