

## Course Specification

Course Summary Information		
1	<b>Course Title</b>	MA / MSc Video Game Development
2	<b>BCU Course Code</b>	PT0797
3	<b>Awarding Institution</b>	Birmingham City University
4	<b>Teaching Institution(s)</b> (if different from point 3)	
5	<b>Professional Statutory or Regulatory Body (PSRB) accreditation</b> (if applicable)	

6	Course Description
	<p>Gamer Camp: Pro (which includes both MA and MSc Video Games Development course) has been created in partnership with the likes of Sony Computer Entertainment Europe, Codemasters, Rare and Exient.</p> <p>We aim to help you become the perfect recruit for development studios within the game industry, uniquely combining professional, multidisciplinary game development practice with the latest industry insights and tools.</p> <p>Our postgraduate course is a winning formula. With mentoring from industry veterans and support from leading game development teams, our graduates are prepared for success. Recent graduates are employed by companies including; Creative Assembly, Ubisoft, Lab42, Pixel Toys, Rockstar, Flix Interactive, Codemasters and other developers.</p> <p><b>What's covered in the course?</b></p> <p>On <i>Gamer Camp: Pro</i>, you'll eat, sleep and breathe game development, receiving intensive tuition from industry pros with experience at big-name developers like Travelers Tales, Electronic Arts and Codemasters.</p> <p>The course was developed in partnership with the industry to provide a 'finishing school' that produces work-ready graduates with the practical skills they need to be successful. Many companies recruit directly from the course, giving you access to jobs that you would not come across elsewhere.</p> <p>You will get specialist skills training, mentoring and support from leading game developers, the chance to develop a working game that can be published, and experience every stage of the game development cycle. You will receive real game briefs, training and mentoring from industry partners such as Sony Computer Entertainment Europe, Exient, Rare and Codemasters.</p>

Working in teams in your own game development studio at NTI Birmingham, you will be provided with all the software you need for the duration of the course. You will create a fully working game for a series of platforms, culminating in the development of a working PlayStation4 game prototype for Sony Computer Entertainment Europe.

<b>7</b>	<b>Course Awards</b>		
<b>7a</b>	<b>Name of Final Award</b>	<b>Level</b>	<b>Credits Awarded</b>
	Master of Science Video Game Development	7	180
<b>7b</b>	<b>Exit Awards and Credits Awarded</b>		
	Postgraduate Certificate	7	60
	Postgraduate Diploma	7	120

<b>8</b>	<b>Derogation from the University Regulations</b>
	Not applicable

<b>9</b>	<b>Delivery Patterns</b>			
	<b>Mode(s) of Study</b>	<b>Location(s) of Study</b>	<b>Duration of Study</b>	<b>Code(s)</b>
	Full Time	City Centre	1 year	PT0085

<b>10</b>	<b>Entry Requirements</b>
	<p>The admission requirements for this course are stated on the course page of the BCU website at <a href="https://www.bcu.ac.uk/">https://www.bcu.ac.uk/</a>.</p>

<b>11 Course Learning Outcomes</b>	
<b>Knowledge and Understanding (MA Only)</b>	
1	Critically respond to the challenges within video game production and demonstrate understanding of the relative contributions of programming, art, design and production roles within a production team.
2	Audience: understand the importance of the audience and how to produce work, which responds accordingly
3	Engagement: Appreciate links with other subjects such as media and communications, the performing arts, computing, the history of art, architecture and design.
4	Drawing: observation, recording, analysis, speculation, development, visualisation, evaluation and communication.
<b>Knowledge and Understanding (MSc Only)</b>	
1	Critically respond to the challenges within video game production and demonstrate understanding of the relative contributions of programming, art, design and production roles within a production team.
2	Critical analysis of video game tools and video gameplay related implementations with deep knowledge of hardware, software and mathematics.
3	Apply understanding, skills, knowledge and experience to create social and economic value by building reliable and usable experiences.
4	Ability to develop; maintainable, extendable, portable and flexible code.
<b>Cognitive and Intellectual Skills (MA and MSc)</b>	
5	The ability to critically evaluate knowledge, concepts and ideas in practical, verbal and written forms.
6	Draw conclusions based on a rigorous, analytical and critical approach.
7	Synthesise and evaluate practical solutions in a code team, game development team and wider context.
8	Understanding techniques for researching, monitoring, reviewing and directing working methods.
<b>Practical and Professional Skills (MA and MSc)</b>	
9	The ability to critically reflect on personal practice and modify accordingly.
10	The development of intellectual, practical, technical and communication skills appropriate to an informed approach to individual and collaborative practice.
11	Analyse, synthesise, resolve and apply creatively what has been learned.
12	Organise, test, and justify ideas and critical positions through practical development, written and verbal presentation suitable to brief and/or audience.
<b>Key Transferable Skills (MA and MSc)</b>	
13	The skills to elicit the co-operation of others and work collaboratively.
14	Use a variety of forms of communication and expression and employ them effectively according to the needs of a situation through practical, written and verbal form.
15	4.3 A high level of competency in the digital production and version control tools.
16	Self-motivation, organisational skills and effective planning and management.

<b>12</b>	<b>Course Requirements</b>																																					
<b>12a</b>	<p><b>Level 7:</b></p> <p><i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 180 credits):</i></p> <p><u>MA Video Game Development</u></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="background-color: #ffffcc;">Module Code</th> <th style="background-color: #ffffcc;">Module Name</th> <th style="background-color: #ffffcc;">Credit Value</th> </tr> </thead> <tbody> <tr> <td>MED7357</td> <td>Small Scale Video Game Research and Concept Art</td> <td>20</td> </tr> <tr> <td>MED7358</td> <td>Small Scale Video Game Development</td> <td>40</td> </tr> <tr> <td>MED7359</td> <td>Large Scale Video Game Research for Artists</td> <td>20</td> </tr> <tr> <td>MED7360</td> <td>Large Scale Video Game Prototype</td> <td>40</td> </tr> <tr> <td>ADM7000</td> <td>Major Project</td> <td>60</td> </tr> </tbody> </table> <p><u>MSc Video Game Development</u></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="background-color: #ffffcc;">Module Code</th> <th style="background-color: #ffffcc;">Module Name</th> <th style="background-color: #ffffcc;">Credit Value</th> </tr> </thead> <tbody> <tr> <td>MED7322</td> <td>Small Scale Video Game Research and Prototype Development</td> <td>20</td> </tr> <tr> <td>MED7358</td> <td>Small Scale Video Game Development</td> <td>40</td> </tr> <tr> <td>MED7323</td> <td>Large Scale Video Game Research for Programmers</td> <td>20</td> </tr> <tr> <td>MED7360</td> <td>Large Scale Video Game Prototype</td> <td>40</td> </tr> <tr> <td>ADM7000</td> <td>Final Major Project</td> <td>60</td> </tr> </tbody> </table>		Module Code	Module Name	Credit Value	MED7357	Small Scale Video Game Research and Concept Art	20	MED7358	Small Scale Video Game Development	40	MED7359	Large Scale Video Game Research for Artists	20	MED7360	Large Scale Video Game Prototype	40	ADM7000	Major Project	60	Module Code	Module Name	Credit Value	MED7322	Small Scale Video Game Research and Prototype Development	20	MED7358	Small Scale Video Game Development	40	MED7323	Large Scale Video Game Research for Programmers	20	MED7360	Large Scale Video Game Prototype	40	ADM7000	Final Major Project	60
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**12b Structure Diagram**

MA Video Game Development



MSc Video Game Development



### 13 Overall Student Workload and Balance of Assessment

Overall student *workload* consists of class contact hours, independent learning and assessment activity, with each credit taken equating to a total study time of around 10 hours. While actual contact hours may depend on the optional modules selected, the following information gives an indication of how much time students will need to allocate to different activities at each level of the course.

- *Scheduled Learning* includes lectures, practical classes and workshops, contact time specified in timetable
- *Directed Learning* includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning
- *Private Study* includes preparation for exams

The *balance of assessment* by mode of assessment (e.g. coursework, exam and in-person) depends to some extent on the optional modules chosen by students. The approximate percentage of the course assessed by coursework, exam and in-person is shown below.

#### Level 7

#### Workload

##### % time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	246
Directed Learning	1194
Private Study	360
<b>Total Hours</b>	<b>1800</b>

#### Balance of Assessment

Assessment Mode	Percentage
Coursework	100%
Exam	
In-Person	