

## Course Specification

Course Summary Information			
1	<b>Course Title</b>		BA (Hons) Video Game Digital Art with Foundation Year
2	<b>BCU Course Code</b>	<b>UCAS Code</b>	US0814F W642
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><b>BA (Hons) Video Game Digital Art with Foundation</b></p> <p>This Foundation Year has been specifically designed to allow you to undertake an additional year of study to build stronger creative footings that ensure successful progression through your chosen degree.</p> <p>Working in a friendly, lively and energetic environment, you will be given the freedom to expand your knowledge of practical skills, creative exploration and conceptual thinking, underpinned by broad critical understanding, academic writing and emerging theoretical principles.</p> <p>Dedicated Foundation tutors will support you throughout the year and BA teaching staff from across all the schools within the Birmingham Institute of Creative Arts (BICA) will work closely with you to prepare you for progression. There will be a range of opportunities to work on collaborative and individual projects, aimed to build your social skills and identify your role as a developing practitioner.</p> <p>Throughout the year you will be challenged with projects that question your current creative experiences and explore a breadth of experimentation to broaden your technical and critical understanding.</p> <p>You will be encouraged to analyse methods and materials appropriate for creative development and to question your position in relation to historical, contemporary and future world scenarios. Both practical and written research tasks will be supported by one to one tutorials and small discussion groups to help you constructively build academic and social confidence.</p> <p>The two first semester modules will form the building blocks for future work and will explore core principles of creative practice focussing on the development of technical confidence, study skills and productivity.</p> <p>The two final semester modules will encourage a positive integration between research and practice, challenging decision making and technical competency. This semester is designed to empower you with independent learning skills appropriate for your future BA studies.</p>

On successful completion of the Foundation Year, you will have the flexibility to change direction and switch courses onto a related undergraduate degree programme within Birmingham School of Art, School of Visual Communication or the School of Games, Film and Animation.

In order to progress onto your BA Programme, you must successfully pass all four core modules (totalling 120 credits).

## **BA (Hons) Video Game Digital Art**

### **What's covered in the course?**

The course covers both core and technical art skills. It starts with helping you develop your core art skills, so expect to be doing a lot of drawing and studying topics including colour theory, composition, value and tone. Once we've covered the fundamentals we'll move onto supporting you develop your technical and digital art skills. You will focus on 2D and 3D graphics covering, texturing, user interface design, environment art, character art, animation and art pipelines for interactive products.

### **Your first position in the video game industry**

Building upon your core and technical art skills, in the first year you will be tasked with a specific role within our in-house game development studio over the summer term. This work experience gives you the opportunity to apply the knowledge and professional practices you've learnt on the course in a safe and supportive environment. Typically for these projects you'll be using industry-standard game development tools such as Unity and Unreal. These summer projects have in the past been mentored and supported by external partners such as Red Bee Media, FreeStyleGames and Codemasters. The work you'll produce during these summer placements can act as excellent portfolio pieces, demonstrating your ability as both a professional artist and effective team member.

### **Putting you in control of your final project**

Throughout the two years of your course, you will be provided with a structured programme of learning, in line with your chosen specialism of video game art. The course culminates with a project you define yourself which targets a specific subsector of the games industry, such as character art, , environment art or user experience (among others). You have the choice of either proposing your own individual project or collaborating with other students to create another video game project for your portfolio.

Teaching takes place in a modern campus based in Birmingham City Centre where you'll be provided with studio space to complete projects and all the software you'll need for the duration of the course.

You will be taught by staff with significant experience in the video game development industry, having worked with game developers including, Free Radical Design, Codemasters, Freestyle Games, Sega and EA Games.

### **Real experience**

So, by the time you graduate, a whole year before most students, you'll have two years of tangible, games development studio experience under your belt, ready to launch your dream career as a games developer.

<b>7</b>	<b>Course Awards</b>		
<b>7a</b>	<b>Name of Final Award</b>	<b>Level</b>	<b>Credits Awarded</b>
	Bachelor of Arts with Honours Video Game Digital Art	6	360
<b>7b</b>	<b>Exit Awards and Credits Awarded</b>		
	Foundation Certificate Visual Arts and Communication	3	120
	Certificate of Higher Education Video Game Digital Art	4	120
	Diploma of Higher Education Video Game Digital Art	5	240
	Bachelor of Arts Video Game Digital Art	6	300

<b>8</b>	<b>Derogation from the University Regulations</b>
	None

<b>9</b>	<b>Delivery Patterns</b>		
	<b>Mode(s) of Study</b>	<b>Location</b>	<b>Duration of Study</b>
	Full Time	City Centre	3 years
			<b>Code</b>
			US0814F

<b>10</b>	<b>Entry Requirements</b>
	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> , or may be found by searching for the course entry profile located on the <a href="#">UCAS website</a> .

<b>11</b>	<b>Course Learning Outcomes</b>
	<b>Knowledge &amp; Understanding</b>
<b>1</b>	Respond and adapt to the challenges within video games production and evaluate the relative contributions of all roles within a production team.
<b>2</b>	Produce work that demonstrates the importance of communicating visually to an intended audience.
<b>3</b>	Synthesise links with other subjects such as media and communications, the performing arts, computing, the history of art, architecture and design.
<b>4</b>	Employ drawing skills: observation, recording, analysis, speculation, development, visualisation, evaluation and communication.
	<b>Cognitive &amp; Intellectual Skills</b>
<b>5</b>	Critically evaluate knowledge, concepts and ideas in practical, verbal and written forms.
<b>6</b>	Draw conclusions based on an analytical and critical approach.
<b>7</b>	Research and evaluate practical solutions in an art team, game development team and wider context.
<b>8</b>	Develop techniques for researching, monitoring, reviewing and directing working methods.
	<b>Practical &amp; Professional Skills</b>
<b>9</b>	Critically reflect on personal practice and modify accordingly.

<b>10</b>	Develop intellectual, practical, technical and communication skills appropriate to an informed approach to individual and collaborative practice.
<b>11</b>	Self-manage an independent programme of study and develop Personal Development and Planning (PDP) to chart self-awareness, critical reflection, and action planning.
<b>12</b>	Organise, test, and justify ideas and critical positions through practical art work, written and verbal presentation suitable to brief and/or audience.
	<b>Key Transferable Skills</b>
<b>13</b>	Develop the skills to elicit the co-operation of others and work collaboratively.
<b>14</b>	Display variety of forms of communication and expression and employ them effectively according to the needs of a situation through practical, written and verbal form.
<b>15</b>	Demonstrate competency in the use of digital art tools and production tools.
<b>16</b>	Demonstrate effective planning and management through Self-motivation and organisational skills

<b>12</b>	<b>Course Requirements</b>																																																			
<b>12a</b>	<p><b>Level 3:</b></p> <p><i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):</i></p> <table border="1"> <thead> <tr> <th>Module Code</th> <th>Module Name</th> <th>Credit Value</th> </tr> </thead> <tbody> <tr> <td>VIS3004</td> <td>Understanding Practice</td> <td>20</td> </tr> <tr> <td>VIS3001</td> <td>Creative Development &amp; Production</td> <td>40</td> </tr> <tr> <td>VIS3002</td> <td>Perspectives on Practice</td> <td>20</td> </tr> <tr> <td>VIS3003</td> <td>Creative Realisation</td> <td>40</td> </tr> </tbody> </table> <p><b>Level 4:</b></p> <p><i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):</i></p> <table border="1"> <thead> <tr> <th>Module Code</th> <th>Module Name</th> <th>Credit Value</th> </tr> </thead> <tbody> <tr> <td>MED4145</td> <td>Art Theory and Practice</td> <td>20</td> </tr> <tr> <td>MED4142</td> <td>2D Art Production</td> <td>40</td> </tr> <tr> <td>MED4144</td> <td>3D Modelling Theory &amp; Practice</td> <td>20</td> </tr> <tr> <td>MED4143</td> <td>3D Art Production</td> <td>40</td> </tr> </tbody> </table> <p><b>Level 5:</b></p> <p><i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 100 credits):</i></p> <table border="1"> <thead> <tr> <th>Module Code</th> <th>Module Name</th> <th>Credit Value</th> </tr> </thead> <tbody> <tr> <td>MED5199</td> <td>3D Sculpting Primer</td> <td>20</td> </tr> <tr> <td>MED5198</td> <td>3D Character Production</td> <td>40</td> </tr> <tr> <td>MED5201</td> <td>Collaborative Project</td> <td>40</td> </tr> </tbody> </table> <p><i>In order to complete this course a student must successfully complete at least 20 credits from the following list of OPTIONAL modules.</i></p> <table border="1"> <thead> <tr> <th>Module Code</th> <th>Module Name</th> <th>Credit Value</th> </tr> </thead> <tbody> <tr> <td>MED5189</td> <td>Interactive Entertainment, Development &amp; Implementation</td> <td>20</td> </tr> <tr> <td>MED5192</td> <td>Narrative Entertainment Script &amp; Production</td> <td>20</td> </tr> </tbody> </table> <p><b>Level 6:</b></p> <p><i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):</i></p>	Module Code	Module Name	Credit Value	VIS3004	Understanding Practice	20	VIS3001	Creative Development & Production	40	VIS3002	Perspectives on Practice	20	VIS3003	Creative Realisation	40	Module Code	Module Name	Credit Value	MED4145	Art Theory and Practice	20	MED4142	2D Art Production	40	MED4144	3D Modelling Theory & Practice	20	MED4143	3D Art Production	40	Module Code	Module Name	Credit Value	MED5199	3D Sculpting Primer	20	MED5198	3D Character Production	40	MED5201	Collaborative Project	40	Module Code	Module Name	Credit Value	MED5189	Interactive Entertainment, Development & Implementation	20	MED5192	Narrative Entertainment Script & Production	20
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Module Code	Module Name	Credit Value
MED6187	Animation Pipelines	20
MED6200	Professional Practice	40
ADM6006	Major Project	60

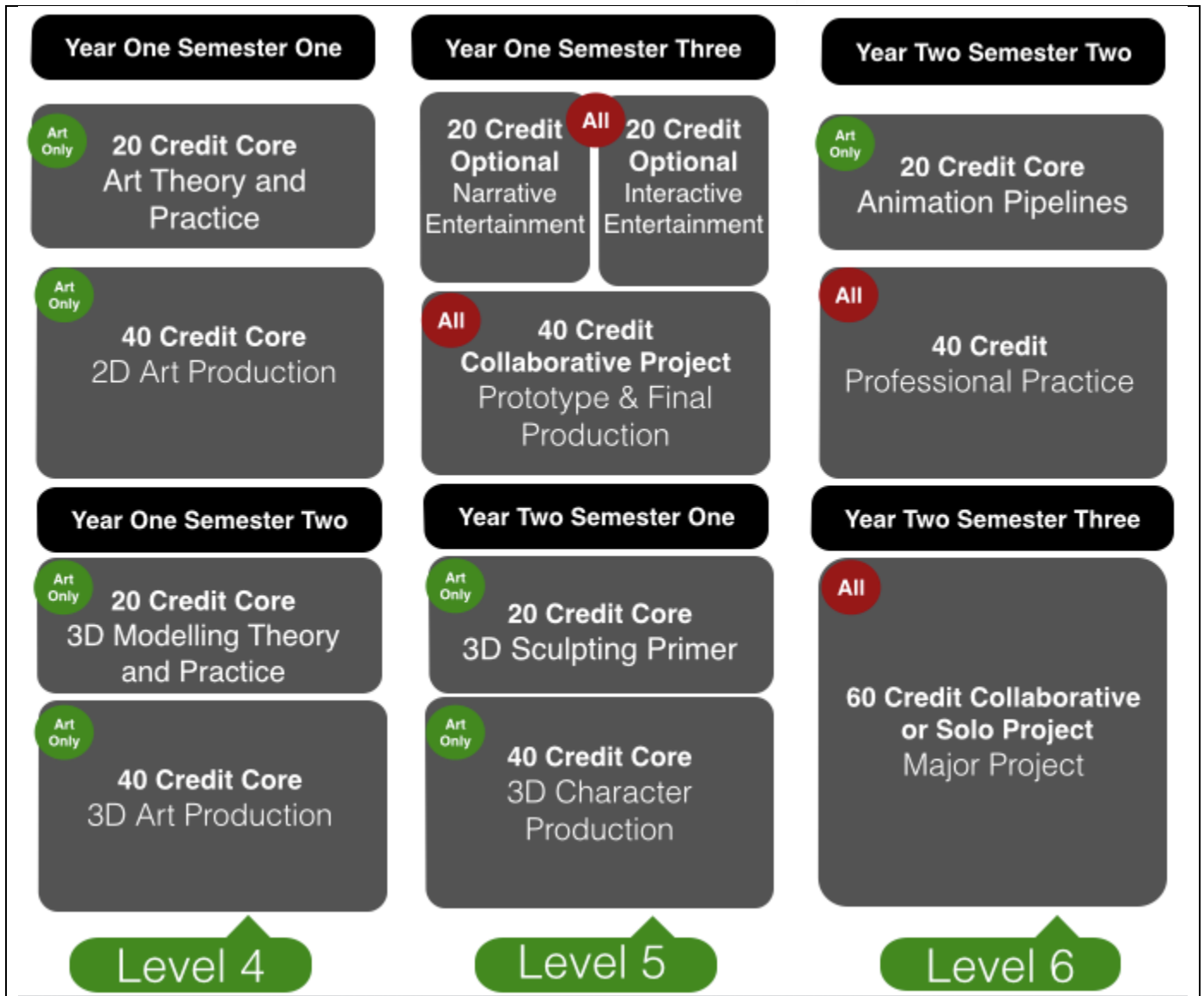
## 12b Structure Diagram

*Please note list of optional modules is indicative only. Students' choice will not be guaranteed for optional modules but a fair and transparent process will be adopted and shared with students.*

### Level 3

SEMESTER ONE	SEMESTER TWO
Core <ul style="list-style-type: none"> <li>• Understanding Practice (20 credits)</li> <li>• Creative Development and Production (40 credits)</li> </ul>	Core <ul style="list-style-type: none"> <li>• Perspective on Practice (20 credits)</li> <li>• Creative Realisation (40 credits)</li> </ul>

Art Only = Video Game Art Specific core modules  
 All = Shared interdisciplinary modules



### 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 3

##### Workload

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

Activity	Number of Hours
Scheduled Learning	480
Directed Learning	480
Private Study	240
<b>Total Hours</b>	<b>1200</b>

##### Balance of Assessment

Assessment Mode	Percentage
Coursework	100%
Exam	
In-Person	

#### Level 4

##### Workload

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

Activity	Number of Hours
Scheduled Learning	360
Directed Learning	600
Private Study	240
<b>Total Hours</b>	<b>1200</b>

##### Balance of Assessment

Assessment Mode	Percentage
Coursework	75%
Exam	0
In-Person	25%



**Level 5**
**Workload**
**XX% time spent in timetabled teaching and learning activity**

<b>Activity</b>	<b>Number of Hours</b>
Scheduled Learning	300
Directed Learning	660
Private Study	240
<b>Total Hours</b>	<b>1200</b>

**Balance of Assessment**

<b>Assessment Mode</b>	<b>Percentage</b>
Coursework	75%
Exam	0
In-Person	25%

**Level 6**
**Workload**
**XX% time spent in timetabled teaching and learning activity**

<b>Activity</b>	<b>Number of Hours</b>
Scheduled Learning	149
Directed Learning	811
Private Study	240
<b>Total Hours</b>	<b>1200</b>

**Balance of Assessment**

<b>Assessment Mode</b>	<b>Percentage</b>
Coursework	100%
Exam	0
In-Person	0