

## Course Specification

Course Summary Information			
1	<b>Course Title</b>		BA (Hons) Video Game Design
2	<b>BCU Course Code</b>	<b>UCAS Code</b>	US1172      I62A
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>Our BA (Hons) Video Game Design and Production undergraduate degree course responds to the growing and innovative sector by developing skilled, team-orientated, reflexive graduates ready to succeed in the field. Interactive Entertainment and Video Games development are key sectors for contemporary culture, economic growth and employment locally in the Midlands, nationally and globally.</p> <p>This accelerated two-year course gives you a guaranteed video game development placement in our in-house studio. The work-place simulation approach of our department has been championed by the influential 2009 Livingstone, Hope Next Gen Report which cited us as a national best practice example for developing new talent for the games industry.</p> <p><b>What's covered in the course?</b></p> <p>The course focuses on digital media asset production and communication. You will gain a grounding within the industry's design and production principles while developing your creative and teamwork skills.</p> <p>Building upon your design and production 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 learn on the course in a safe and supportive environment.</p> <p>Throughout the two years you will be provided with a structured programme of learning, in line with your chosen specialism of video game design and production. The course culminates with a project you define yourself which targets a specific subsector of the video games industry.</p> <p>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.</p>

<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 Design	6	360
<b>7b</b>	<b>Exit Awards and Credits Awarded</b>		
	Certificate of Higher Education Video Game Design	4	120
	Diploma of Higher Education Video Game Design	5	240
	Bachelor of Arts Video Game Design	6	300

<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</b>	<b>Duration of Study</b>
	Full Time	City Centre	2 years
			<b>Code</b>
			US1172

<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>	Explain Game Design: Nature of play, micro and macro gameplay, genres and compulsion.
<b>2</b>	Classify the video game business environment: economic, environmental, cultural, ethical, legal and regulatory, political, sociological, digital and technological.
<b>3</b>	Deliver Project Management: theories, models, predictive and adaptive.
<b>4</b>	Analyse Video Game Marketing and audiences: approaches for segmentation, targeting, positioning generating sales and the need for innovation in product and service design.
	<b>Cognitive &amp; Intellectual Skills</b>
<b>5</b>	Analyse facts and circumstances to determine the cause of a problem and identifying and selecting appropriate solutions.
<b>6</b>	Evaluate a range of business data, sources of information and appropriate methodologies, which includes the need for strong digital literacy, and to use that research for evidence-based decision-making.
<b>7</b>	Act entrepreneurially to generate, develop and communicate ideas, manage and exploit intellectual property, gain support, and deliver successful outcomes.
<b>8</b>	Develop interpersonal skills in effective listening, negotiating, persuasion and presentation and their use in generating business contacts.
	<b>Practical &amp; Professional Skills</b>

<b>9</b>	Develop conceptual and critical thinking, analysis, synthesis and evaluation.
<b>10</b>	Formulate an informed approach to individual practice using of intellectual, practical, technical and communication skills
<b>11</b>	Reflect on diversity in terms of people and cultures. This includes a continuing appetite for development.
<b>12</b>	Justify ideas and critical positions through visual, written and verbal presentation.
	<b>Key Transferable Skills</b>
<b>13</b>	Collaborate both internally and with external customers with an awareness of mutual interdependence.
<b>14</b>	Communicate effectively according to the needs of a situation, using a variety of forms.
<b>15</b>	Effectively use information technologies, especially related to video game development.
<b>16</b>	Act with self-motivation, organisational skills and effective planning and management.

<b>12</b>	<b>Course Requirements</b>																																																
<b>12a</b>	<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" 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>MED4137</td> <td>Historical Game Analysis</td> <td>20</td> </tr> <tr> <td>MED4136</td> <td>Game Design Fundamentals</td> <td>40</td> </tr> <tr> <td>MED4135</td> <td>Contextual Game Design</td> <td>20</td> </tr> <tr> <td>MED4134</td> <td>2D Game Spaces</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" 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>MED5162</td> <td>Advanced Game Design</td> <td>20</td> </tr> <tr> <td>MED5160</td> <td>3D Game Spaces</td> <td>40</td> </tr> <tr> <td>ADM5006</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" 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>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> <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>MED6165</td> <td>Strategic Game Design</td> <td>20</td> </tr> <tr> <td>MED6200</td> <td>Professional Practice</td> <td>40</td> </tr> <tr> <td>ADM6006</td> <td>Major Project</td> <td>60</td> </tr> </tbody> </table>	Module Code	Module Name	Credit Value	MED4137	Historical Game Analysis	20	MED4136	Game Design Fundamentals	40	MED4135	Contextual Game Design	20	MED4134	2D Game Spaces	40	Module Code	Module Name	Credit Value	MED5162	Advanced Game Design	20	MED5160	3D Game Spaces	40	ADM5006	Collaborative Project	40	Module Code	Module Name	Credit Value	MED5189	Interactive Entertainment, Development & Implementation	20	MED5192	Narrative Entertainment Script & Production	20	Module Code	Module Name	Credit Value	MED6165	Strategic Game Design	20	MED6200	Professional Practice	40	ADM6006	Major Project	60
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**12b Structure Diagram**

Please note list of optional modules is indicative only as modules will only run if selected by 15 or more students. Students' choice will not be guaranteed for optional modules but a fair and transparent process will be adopted and shared with students.



### 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 4

##### Workload

##### % 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	63%
Exam	
In-Person	37%

#### Level 5

##### Workload

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

Activity	Number of Hours
Scheduled Learning	280
Directed Learning	680
Private Study	240
<b>Total Hours</b>	<b>1200</b>

##### Balance of Assessment

Assessment Mode	Percentage
Coursework	75%
Exam	
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	260
Directed Learning	700
Private Study	240
<b>Total Hours</b>	<b>1200</b>

**Balance of Assessment**

<b>Assessment Mode</b>	<b>Percentage</b>
Coursework	67%
Exam	
In-Person	33%