

## Course Specification

Course Summary Information			
1	<b>Course Title</b>		BA (Hons) Video Game Design with Foundation Year
2	<b>BCU Course Code</b>	<b>UCAS Code</b>	US1172F 1145
3	<b>Awarding Institution</b>		
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>The Foundation Year will provide a grounding in video game design practice for students to join the level 4 honours degree.</p> <p>Our BA (Hons) Video Game Design 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 three-year course gives you a guaranteed video game development placement in our in-house studio.</p> <p><b>What's covered in the course?</b></p> <p>The course focuses on video games design and communication. You will gain a grounding within the industry's design and production principles while developing your creative and teamwork skills.</p> <p><b>Developing you as a professional developer</b></p> <p>The course covers core video game design methodologies and video game development tools, as well as contemporary agile software development techniques to make you a competent and adaptable game designer, capable of finding employment in the sector or preparing you for further academic study.</p> <p><b>Your first position in the video game industry</b></p> <p>Building upon your core design skills, in the second 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.</p> <p>The work students produce during these summer placements can act as excellent portfolio pieces, which demonstrate their ability as both a professional game developer and effective team member.</p>

### Best of class facilities and staff

Teaching takes place in a modern production studio based in Birmingham City Centre where you'll be provided with studio space to complete projects and access to 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 Psygnosis, Rage Software, Codemasters, FreeStyleGames and EA Games.

### Real experience

By the time you graduate, you'll have three years of tangible games development studio experience under your belt, ready to launch your dream career as a games developer.

Alternatively, you can choose to apply for one of our one-year Gamer Camp courses, to gain even more in-depth skills, and experience.

7 Course Awards			
7a	Name of Final Award	Level	Credits Awarded
	Bachelor of Arts with Honours Video Game Design	6	360
7b Exit Awards and Credits Awarded			
	*Foundation Certificate Video Game Design & Development	3	120
	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

8 Derogation from the University Regulations	
	Not applicable

9 Delivery Patterns			
Mode(s) of Study	Location	Duration of Study	Code
Full Time	City Centre	3 years	US1172F

10 Entry Requirements	
	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.

**12 Course Requirements**
**Level 3:**

*In order to complete this course a student must successfully complete all the following CORE modules in the following order (totalling 120 credits):*

Module Code	Module Name	Credit Value
GFA3000	Video Game Design Foundations	20
GFA3002	Video Game Programming Foundations	20
GFA3001	Professional & Academic Skills	20
GFA3003	Video Game Research & Prototyping	20
GFA3004	Video Game Realisation	40

**Level 4:**

*In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):*

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

**Level 5:**

*In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):*

Module Code	Module Name	Credit Value
GFA5008	Collaborative Project	60
MED5162	Advanced Game Design	20
MED5160	3D Game Spaces	40

**Level 6:**

*In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):*

Module Code	Module Name	Credit Value
MED6165	Strategic Game Design	20
MED6200	Professional Practice	40
ADM6006	Major Project	60

### 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>

#### 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>	1200
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**Balance of Assessment**

<b>Assessment Mode</b>	<b>Percentage</b>
Coursework	83%
Exam	
In-Person	17%

**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>	1200

**Balance of Assessment**

<b>Assessment Mode</b>	<b>Percentage</b>
Coursework	83%
Exam	
In-Person	17%