

Course Specification

Course Summary Information		
1	Course Title	BA (Hons) Game Design
2	Course Code	US1496
3	Awarding Institution	Birmingham City University
4	Teaching Institution(s) (if different from point 3)	N/A
5	Professional Statutory or Regulatory Body (PSRB) accreditation (if applicable)	Not applicable

6	Course Description
	<p>Dream of designing the next big game? Our BA (Hons) Game Design course offers the perfect platform to turn your vision into reality. You'll learn the art of crafting engaging game narratives, mechanics, and world-building in a creative and supportive environment. We focus on providing a balance between artistic vision and technical proficiency to ensure you're industry ready.</p> <p>You will have access to industry standard design software and tools. Engaging with professionals and participating in events like game design workshops will further enhance your skills. This course is your gateway to a career in game design, where imagination meets technical skill to create immersive gaming experiences.</p> <p>The course is also supported by top-tier design studios, ensuring you learn with the most advanced tools in the industry. Our dedicated design lab features high-end computers equipped with leading software for game design and development, including Adobe Creative Suite, Maya, and ZBrush.</p> <p>Interactive workshops and guest lectures from industry leaders offer unique insights into the game design process. These collaborations facilitate networking opportunities, enhancing your learning experience, and preparing you for a successful career in the gaming industry.</p>

7	Course Awards		
7a	Name of Final Award	Level	Credits Awarded
	Bachelor of Arts with Honours Game Design	6	360
	Bachelor of Arts with Honours Game Design with Professional Placement Year	6	480
7b	Exit Awards and Credits Awarded		
	Certificate of Higher Education Game Design	4	120
	Diploma of Higher Education Game Design	5	240
	Bachelor of Arts Game Design	6	300

8	Variations from the University Academic Regulations
	Not applicable

9	Delivery Patterns			
Mode(s) of Study		Location(s) of Study	Duration of Study	Code(s)
Full Time		City Centre	3 years	US1496
Professional Placement		City Centre	4 years	US1497

10	Entry Requirements
Home:	The admission requirements for this course are stated on the course page of the BCU website at https://www.bcu.ac.uk/ .
EU:	
International:	
Access:	N/A

11	Course Aims
	<p>The BA (Hons) Game Design course is crafted with the objective of equipping students with the knowledge, skills, and experiences necessary to excel in the dynamic and evolving field of game design. Our educational intentions are aligned with the demands and expectations of the industry, aiming to prepare graduates who are not only proficient in their craft but also innovative, adaptable, and ready to contribute to the future of gaming. The course aims to:</p> <ul style="list-style-type: none"> • Ensure students grasp the core principles, theories, and practices of game design, including mechanics, storytelling, player experience, and the integration of technology and art. • Equip students with the technical skills required in game development, such as programming, modelling, animation, and user interface design, ensuring they can effectively contribute to various aspects of game creation. • Encourage students to explore and develop their creative talents, enabling them to craft unique, engaging, and visually appealing game environments and narratives. • Encourage students to think critically and innovatively, applying their knowledge and skills to overcome challenges, drive advancements in the field, and create immersive and captivating gaming experiences. • Provide students with a realistic understanding of the game design industry, including collaborative practices, project management, and the ethical considerations of game development, ensuring they are ready to contribute professionally upon graduation. • Develop students' ability to work effectively in teams, communicate their ideas clearly, and collaborate with professionals from various disciplines within the game design industry. • Instil a mindset of continuous improvement and adaptability, preparing students to stay abreast of and respond to the rapidly evolving technologies and trends in game design. • Prepare students for a range of career opportunities in the gaming industry and related fields, ensuring they have the flexibility to adapt to various roles and sectors.

12	Course Learning Outcomes
	Knowledge and Understanding
1	Understand and critically evaluate the theories, principles, and practices of game design, including game mechanics, narrative and storytelling, and interactivity within the player experience.
2	Demonstrate a deep understanding of the technical aspects of game development, including programming, game asset pipeline, animation, and user interface design.
3	Comprehend and appreciate how artistic skills and experience are demonstrated within the process of game design and game development, such as modelling, worldbuilding, and virtual production.
4	Understand the role and application of emerging technologies in game design, including immersive and mixed reality, game AI, and console game development.
5	Grasp the professional and ethical practices within the game design industry, including collaborative practice, rapid design prototyping, and game studio production.
	Skills and Other Attributes
6	Employ critical thinking and problem-solving skills to address challenges within the process of game design, to drive creativity and innovation.
7	Develop and demonstrate proficient technical skills in game programming, asset creation, and interface/UX scripting.
8	Exhibit creativity and originality in game design, storytelling, and narrative development, ensuring engaging and immersive game experiences.
9	Work effectively in teams, demonstrating collaborative skills essential for successful game studio production and interdisciplinary projects.
10	Plan, execute, and manage game design projects, from initial concept to final production, ensuring they meet industry standards and constraints.

13	Level Learning Outcomes
	<i>Upon completion of Level 4 / the Certificate of Higher Education, you will be able to:</i>
	<ul style="list-style-type: none"> Identify the fundamental principles of game design, including basic game mechanics and storytelling techniques. Describe the basic processes involved in game programming, modelling, and animation. Apply basic techniques in game design and development to create simple game assets and prototypes. Demonstrate an understanding of collaborative practice in the context of game design. Evaluate simple game designs and user experiences to identify strengths and areas for improvement.
	<i>Upon completion of Level 5 / the Diploma of Higher Education, you will be able to:</i>
	<ul style="list-style-type: none"> Analyse complex game design theories and principles and how they influence player experience. Design and develop more sophisticated game assets and elements, utilizing advanced tools and techniques in modelling, animation, and programming. Integrate user interface and user experience (UI/UX) principles into game development to enhance player interaction. Collaborate effectively within a team to manage and produce a cohesive game project, demonstrating professional practices. Critically assess the effectiveness of game design elements and propose evidence-based improvements.
	<i>Upon completion of 60 credits at Level 6 / the Bachelor's degree, you will be able to:</i>

- Synthesise comprehensive knowledge of game design, technology, and artistic aspects to create innovative and engaging game experiences.
- Implement advanced technical skills in game programming, asset creation, and integration to develop complex game environments and systems.
- Demonstrate mastery in designing and executing a substantial individual game project, reflecting industry standards and innovative practices.
- Critically evaluate and integrate emerging technologies and trends in the field of game design to create cutting-edge game experiences.
- Lead collaborative efforts in game design and development, demonstrating effective communication, project management, and leadership skills.

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Course Learning, Teaching and Assessment Strategy

The learning, teaching, and assessment strategy for the Game Design course is structured to provide a dynamic and immersive educational experience. The course utilises a blend of theoretical lectures, practical workshops, and real-world project-based learning to ensure students gain a deep understanding and hands-on experience in programming within game development.

Learning and Teaching Approaches:

- Lectures: Deliver foundational knowledge and emerging trends in game programming.
- Workshops: Provide hands-on experience with industry-standard tools and software.
- Seminars: Facilitate discussions on case studies and current industry practices.
- Group Projects: Promote collaboration and problem-solving skills, simulating real-world game development scenarios.
- Guest Lectures: Offer insights from industry professionals, enhancing learning with real-world relevance.

Assessment Strategy:

- Portfolios: Showcase a compilation of students' work, reflecting their technical skills and creativity.
- Practical Assignments: Evaluate the application of taught skills in real-world-like scenarios.
- Presentations: Develop communication skills, allowing students to articulate their processes and solutions.
- Reflective Journals: Encourage students to reflect on their learning journey, fostering self-assessment and critical thinking.
- Peer Reviews: Enable students to give and receive feedback, promoting a deeper understanding of the subject matter.

Feedback and Feedforward:

- Continuous Feedback: Provided throughout modules to guide students' learning and project development.
- Feedforward: Offers constructive guidance on how to improve and apply skills in future work.
- One-on-One Tutorials: Allow for personalised feedback and targeted developmental advice.

Expectations from Students:

- Active participation in all learning activities.
- Engagement with peer feedback and collaborative projects.
- Self-directed exploration and research to complement structured learning.

Commitment to continuous improvement and receptiveness to feedback.

15 Course Requirements
15a Level 4:

To complete this course, you must successfully complete all the following CORE modules (totalling 120 credits):

Module Code	Module Name	Credit Value
CMP4306	Game Programming	20
CMP4307	Modelling	20
CMP4303	Game Asset Pipeline	20
CMP4305	Game Mechanics	20
CMP4302	Animation	20
CMP4304	Game Design	20

Level 5:

To complete this course, you must successfully complete all the following CORE modules (totalling 120 credits):

Module Code	Module Name	Credit Value
CMP5379	Interface and UX Scripting	20
CMP5381	Rapid Design Prototyping	20
CMP5376	Game Studio Production	20
CMP5384	Worldbuilding	20
CMP5378	Immersive Technologies	20
CMP5373	Collaborative Practice	20

Professional Placement Year (optional):

To qualify for the awards of Bachelor of Arts with Honours Game Design with Professional Placement Year, you must successfully complete all the modules listed as well as the following Level 5 module:

Module Code	Module Name	Credit Value
PPY5004	Professional Placement	120

Level 6:

To complete this course, you must successfully complete all the following CORE modules (totalling 120 credits):

Module Code	Module Name	Credit Value
CMP6241	Game Artificial Intelligence	20
CMP6XXX	Virtual Production	20
CMP6246	Storytelling and Narrative	20
CMP6239	Console Game Development	20
CMP6200	Individual Honours Project	40

15b Structure Diagram

All module credits are 20, unless otherwise stated.

Level 4

SEMESTER ONE	SEMESTER TWO
Core CMP4306: Game Programming CMP4304: Game Design CMP4307: Modelling	Core CMP4305: Game Mechanics CMP4302: Animation CMP4303: Game Asset Pipeline

Level 5

Core CMP5379: Interface and UX Scripting CMP5381: Rapid Design Prototyping CMP5376: Game Studio Production	Core CMP5384: Worldbuilding CMP5378: Immersive Technologies CMP5373: Collaborative Practice
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Professional Placement – Year 3 (optional)

PPY5004 Professional Placement Module (120 credits)

Level 6

Core CMP6241: Game Artificial Intelligence CMP6XXX: Virtual Production	Core CMP6246: Storytelling and Narrative CMP6239: Console Game Development
CMP6200: Individual Honours Project (40 credits)	

16 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

24% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	288
Directed Learning	336
Private Study	576
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	89
Exam	0
In-Person	11

Level 5

Workload

24% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	288
Directed Learning	336
Private Study	576
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	82.5
Exam	0
In-Person	17.5

Level 6**Workload****17% time spent in timetabled teaching and learning activity**

Activity	Number of Hours
Scheduled Learning	202
Directed Learning	236
Private Study	762
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	80
Exam	0
In-Person	20