Course Specification

Course Summary Information		
1	**Course Title**	BA (Hons) Game Art
2	**Course Code**	US1555
3	**Awarding Institution**	Birmingham City University
4	**Teaching Institution(s)** (if different from point 3)	
5	**Professional Statutory or Regulatory Body (PSRB) accreditation** (if applicable)	Not applicable

6	**Course Description**
	Join the innovative world of game art with our BA (Hons) Game Art course. This course bridges the gap between art and technology, offering both game art and game technical art pathways. This course starts by providing you with a broad knowledge base of the fundamentals of game art, game design, game technology and game asset production, before further developing your art skills in 3D asset and games production. At the end of the first year you can choose to between: the Game Art pathway, developing your skills in concept design, sculpting, worldbuilding and working in asset production pipelines; or the Game Technical Art pathway, developing your skills in motion capture, rigging, building your own art tools and graphics shaders. Completion of the Game Art pathway will result in an award of BA Game Art, completion of Game Technical Art pathway will result in an award of Game Art (Technical Art). You'll work on projects that challenge your creativity and technical skills, preparing you for a versatile career in game art. Engage with industry professionals and take part in collaborative projects that showcase your talent to potential employers in the gaming and entertainment sectors. You will have access to state-of-the-art digital art studios, featuring high-performance workstations, graphics tablets, advanced 3D facilities, and a range of industry-standard software such as Autodesk Maya and Adobe Creative Cloud. Our facilities are designed to simulate a professional game art studio environment, allowing you to develop skills in a realistic setting. Collaborations with renowned game studios and digital art companies are a cornerstone of this course, offering you opportunities to work on real projects and receive mentorship from industry veterans. These partnerships are integral to staying abreast of the latest trends and technologies in game art and technical design.

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

8	Variation from the University 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	US1555
Professional Placement	City Centre	4 years	US1556

10	Entry Requirements
	The admission requirements for this course are stated on the course page of the BCU website at https://www.bcu.ac.uk, or may be found by searching for the course entry profile located on the UCAS website.

11	Course Aims
	• To provide students with a comprehensive understanding of game art, blending traditional art principles with cutting-edge digital tools and technologies. • To equip students with the practical skills and theoretical knowledge required to excel in the game development industry, with a focus on technical artistry. • To foster a deep understanding of the role of an artist or technical artists within a game development team, emphasising collaboration and interdisciplinary communication. • To develop critical thinking and problem-solving skills, enabling students to tackle complex artistic and/or technical challenges in game design. • To prepare students for the evolving demands of the gaming industry, ensuring they remain adaptable and proactive in their professional development. • To cultivate a portfolio of work that demonstrates a high level of skill and creativity in technical art, enhancing employability and industry readiness. • To instil a commitment to ongoing learning and professional growth, aligning with industry trends and advancements in game technology and art.

12	Course Learning Outcomes
	Knowledge and Understanding
1	Understand the fundamental principles of art or technical art in game development, including the integration of art and technology.
2	Comprehend the role and responsibilities of an artist or technical artist within a game development team, whilst appreciating the roles and responsibilities of the wider multidisciplinary team.
3	Recognise the various software tools and programming languages used in the creation of game assets and environments.
4	Grasp the concepts of optimising game art for performance without compromising aesthetic quality.
5	Understand the pipeline and workflow processes in game development from an art and technical perspective.
	Skills and Other Attributes
6	Demonstrate proficiency in using industry-standard software and tools for creating and implementing game art.
7	Apply technical skills to solve artistic challenges and optimise game assets for performance.
8	Collaborate effectively within a multidisciplinary team, communicating concepts to team members outside of your discipline.
9	Develop and implement creative solutions to enhance the visual quality and performance of game environments.
10	Critically evaluate game art and technical processes, suggesting and implementing improvements.

13	Level Learning Outcomes
	Upon completion of Level 4 / the Certificate of Higher Education, you will be able to:
	• Identify and explain the basic principles of art or technical art in game development. • Demonstrate foundational skills in using industry-standard tools for creating game art. • Understand the roles and responsibilities within a game development team, particularly the function of artists or technical artists. • Apply basic technical solutions to optimise art assets for game performance.
	Upon completion of Level 5 / the Diploma of Higher Education, you will be able to:
	• Analyse and apply advanced art or technical art techniques in game development. • Develop and optimise complex game assets using advanced tools and software. • Work collaboratively on game development projects, demonstrating effective communication and problem-solving skills. • Critically evaluate the integration of art and technology in game projects and suggest improvements.
	Upon completion of 60 credits at Level 6 / the bachelor's degree, you will be able to:
	• Create professional-level game art assets, demonstrating a high degree of technical skill and creativity. • Implement advanced optimisation techniques to enhance game performance while maintaining artistic integrity. • Lead art or technical art initiatives in a game development project, showcasing strong leadership and interdisciplinary collaboration skills. • Conduct in-depth analysis and critique of art or technical art processes, demonstrating a comprehensive understanding of the field.

14	**Course Learning, Teaching and Assessment Strategy**
	The learning, teaching, and assessment strategy for the Game Technical Art 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 technical art within game development. **Learning and Teaching Approaches:** • Lectures: Deliver foundational knowledge and emerging trends in technical art. • 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 100 credits) and all PATHWAY modules (20 credits) associated with your pathway:

Core Modules:
To complete this course, you must successfully complete all the following CORE modules (totalling 100 credits):

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

Game Art Pathway Modules
To complete the BA Game Art course, you must successfully complete the following module (totalling 20 credits):

Module Code	Module Name	Credit Value
CMP4315	Art Fundamentals	20

Game Art (Technical Art) Pathway Modules
To complete the BA Game Art (Technical Art) course, you must successfully complete the following module (totalling 20 credits):

Module Code	Module Name	Credit Value
CMP4306	Game Programming	20

Level 5:

To complete this course, you must complete all CORE modules (60 credits) and all PATHWAY modules (60 Credits), associate with your pathway.

Core Modules
To complete this course, you must successfully complete all the following CORE modules (totalling 60 credits):

Module Code	Module Name	Credit Value
CMP5376	Game Studio Production	20
CMP5406	3D Character Production	20
CMP5373	Collaborative Practice	20

Game Art Pathway Modules

To complete the BA Game Art course, you must successfully complete all the following modules (totalling 60 credits):

Module Code	Module Name	Credit Value
CMP5407	Concept Design	20
CMP5408	Organic Sculpting	20
CMP5384	Worldbuilding	20

Game Art (Technical Art) Pathway Modules
To complete the BA Game Art (Technical Art) course, you must successfully complete all the following modules (totalling 60 credits):

Module Code	Module Name	Credit Value
CMP5405	Tool Scripting	20
CMP5382	Rigging and Motion Capture	20
CMP5374	Computer Graphics	20

Professional Placement Year (optional):
To qualify for the awards of Bachelor of Arts with Honours Game Art with Professional Placement Year or Bachelor of Arts with Honours Game Art (Technical Art) 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 complete all CORE modules (100 credits) and the PATHWAY module (20 Credits), associate with your pathway.

Core Modules
To complete this course, you must successfully complete all the following CORE modules (totalling 100 credits):

Module Code	Module Name	Credit Value
DIG6208	Virtual Production	20
CMP6240	Dynamics and Effects	20
CMP6239	Console Game Development	20
CMP6200	Individual Honours Project	40

Game Pathway Module
To complete the BA Game Art course, you must successfully complete the following modules (totalling 20 credits):

Module Code	Module Name	Credit Value
CMP6255	Advanced Modelling	20

Game Art (Technical Art) Pathway Module
To complete the BA Game Art (Technical Art) course, you must successfully complete the following modules (totalling 20 credits):

Module Code	Module Name	Credit Value
CMP6256	Procedural Modelling	20

15b	Structure Diagram

All module credits are 20, unless otherwise stated.

BA Honours Game Art

Level 4

SEMESTER ONE	SEMESTER TWO
Core CMP4315: Art Fundamentals CMP4304: Game Design CMP4307: Modelling	Core CMP4305: Game Mechanics CMP4302: Animation CMP4303: Game Asset Pipeline

Level 5

Core CMP5407: Concept Design CMP5408: Organic Sculpting CMP5376: Game Studio Production	Core CMP5384: Worldbuilding CMP5406: 3D Character Production CMP5373: Collaborative Practice

Professional Placement – Year 3 (optional)
PPY5004 Professional Placement Module (120 credits)

Level 6

Core CMP6255: Advanced Modelling DIG6208: Virtual Production	Core CMP6240: Dynamics and Effects CMP6239: Console Game Development
CMP6200: Individual Honours Project (40 credits)	

BA Honours Game Art (Technical Art)

Level 4

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

Level 5

Core CMP5405: Tool Scripting CMP*5382*: Rigging and Motion Capture CMP5376: Game Studio Production	Core CMP*5374*: Computer Graphics CMP5406: 3D Character Production CMP5373: Collaborative Practice

Professional Placement – Year 3 (optional)
PPY5004 Professional Placement Module (120 credits)

Level 6

Core CMP6256: Procedural Modelling DIG6208: Virtual Production	Core CMP6240: Dynamics and Effects 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	90
Exam	0
In-Person	10

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