

BA (Hons) Video Games (UCAS INFORMATION)

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| Department | Creative Technologies |
| Awarding Body | UEA |
| Full-time Duration | 3 years |
| Course Code | V001 |
| Course Name | BA (Hons) Video Games Design |
| Full-time Annual Fee | £8,500 |
| Entry Requirements | UCAS Tariff 96 points GCSE Maths and English at Level 4 and above. Applicants who do not meet the published entry requirements will be considered on an individual basis based upon prior learning and relevant experience. |
| Study Location | University and Professional Development Centre, 73 Western Way, Bury St Edmunds IP33 3SP |
| Course Information (Max 4000 characters) | <p>The BA (Hons) Video Games Design prepares those who aspire to a career utilising cutting-edge digital, interactive, artistic technology in the design and development of experiences, simulations and solutions. These skills will not be touched upon in distinct modules. Instead, you will work through the whole development cycle of a project every semester, commencing with the acquisition of an understanding of fundamental principles from which to develop knowledge and skills. This provides you with the opportunity to consider your own professional development, encouraging independent judgement and critical self-awareness to build upon strengths and work on weaknesses in the next production project.</p> <p>There is an emphasis on innovation and interaction within the course and you will be encouraged to be creative in your approach to ideation and problem solving. These skills are key to the development of digital experiences, understanding genre, audience and how to subvert what has already come before through understanding the medium further. This again brings iteration to the forefront.</p> <p>The course does not focus solely on new technologies, as with most subjects, there are historical concepts and methods which will not readily be advanced, these classically developed techniques are the bedrock of what we build upon with our innovative medium.</p> |

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| | <p>The course provides opportunities for you to explore specific areas of interest and build the knowledge and skills relevant to the video games industry, thereby enhancing employability. The knowledge and skills gained on the course, both transferable and technology-specific, could be applied within different industry sectors and various contexts, for example the film industry, 3D visualization, real-time art, interactive entertainment, as applicable to the problem or opportunity presented.</p> |
| HECOS Codes | 101267 - Computer Games Design |
| Assessment Methods (Max 4000 characters) | <p>A range of assessment methodologies are utilised and designed to enable you to explore your chosen discipline and interests, to support your career aspirations and professional networks.</p> <p>Assessment methods include both formative and summative submissions. The formative assessments focus on practical application and development, in the main, providing opportunities to refine and develop content to incorporate into the summative assessments. You will be required to engage with industry through a project, internship, placement or conference.</p> <p>Summative assessments include the creation of interactive experiences, product testing, critical reviews of solutions and assets, technical documentation, marketing plans, in addition to academic presentations, written assessment, portfolios and exhibitions to present your ideas and demonstrate understanding of concepts and application.</p> |
| Modules (Max 4000 characters) | <p>The course is structured to encourage the acquisition of independent judgement and critical self-awareness through staged development progressing to increasingly independent learning. This iterative process will enable you to progress through multiple development cycles, experiencing different roles while developing for varied platforms and target audiences.</p> <p>Upon completion you will have:</p> <ul style="list-style-type: none"> • A portfolio of practice. • Experience of undertaking different roles within the development of a product. • Considered your own professional development needs. <p>Level 4:</p> <ul style="list-style-type: none"> - Creation Engines and Scripting - Interaction and User Experience Design |

- Game Design Concepts
- Projects, Testing and Performance
- 3D Concept and Modelling
- 2D Games and Animation

Level 5:

- Multiuser Experiences
- Research Skills and Industry Engagement
- World Design and Playability
- Games User Research and Analytics
- 3D Animation
- Visual Design for Games

Level 6:

- Final Project
- Reality, Immersion and Innovation
- Game Design Portfolio
- Games Design Theories, Storytelling and Narrative
- Advanced Visual Design for Games

**Additional Potential Costs
(Max 4000 characters)**

Outside of course fees, there are some additional costs associated with the completion of the programme at your discretion.

You will have access to specialist resources but may wish to invest in your own computing, hardware and software to enable you to work independently at home. You will be advised about additional purchases by the course team, noting the development of technology and changing value of equipment.

We advise you to invest in your own portable hard drive or cloud subscriptions, hand-held games controller and headphones.

Additional costs may include the purchase of core texts – we acknowledge individuals may prefer hard copy core texts for annotation and reference.