

BSc (Hons) Interactive, Immersive and Entertainment Technology



USWSC Department	Creative Technologies
Awarding Body	University of East Anglia
Additional Accreditations	N/A
Full-time Duration	3 Years
Part-time Duration	6 Years
Full-time Annual Fee	£8,500
Part-time Annual Fee	£4,250
	UCAS Tariff: 96 points
Entry Requirements	A Level: CCC Pearson BTEC L3 National Ext. Diploma: MMM
Study Location	University Studies Campus, Western Way, Bury St Edmunds
Subject to Validation	No

Additional Potential Costs: Tuition fees will provide access to all the usual teaching and learning facilities and equipment, however there may be additional costs such as materials and personal equipment that are associated with your course.

Books (approx. £100-200 per year)

Hard drive – we recommend 1-2TB, and students will benefit from using SSD technology in terms of speed (approx. £65-£150+)

Headphones (approx. £25-£100) - where certain modules are taken, students are advised to purchase a set of headphones to test audio.

Game Controller (approx. £20-£50) – use of a standard gamepad is common during design, development and testing.

Electronics Prototyping Equipment – some modules may require low-cost electronic prototyping equipment and components for experimentation at home, although these are available on campus (approx. £35-£75).

Esports Apparel – students may choose to purchase esports shirts, jackets, etc., in our team design (approx. £20-£55 per item).

Computer - It is recommended and common for students to use their own computer, although not essential. The required specifications for this would partly depend on the modules chosen and given pace of the development of technology and changing value of equipment, it is not possible to place an exact cost on this but in this may be in the region of £750-£1500+. The course team will be happy to discuss this with you.

Events – optional attendance. Students have previously visited computer games events, including EGX (approx. £20-£70 for tickets plus travel) and the Ukie student conference (travel cost only as Ukie student membership is paid by the IJET course). The Develop Conference, is a UK games conference and students are encouraged to attend (approx. £100-£385 for the conference sessions, depending on early booking and number of days attending or a free pass for the expo only; this does not include travel and accommodation). Attendance at virtual and in-person industry events covering various aspects IJET may also be organised; costs dependent on tickets, travel and accommodation.

Parking - Parking is available for £10 per semester at the HE campus. It is advised students should prepare to come into the university to use facilities over and above taught sessions.

Printing - All students will be credited with the equivalent of £10 printing/copying at the start of the academic year after that they will need to pay for their own printing/copying. Most work is submitted electronically.

Student ID Cards - The first issue of your ID card is free. However, you will be charged £10 to replace a lost card.

Narrative: *Learn to build immersive virtual worlds and design the tools that increasingly drive our industries. Design. Model. Code. Be as boundless as your imagination.*

Explore the design, development and production of interactive, immersive and entertainment experiences: 3D simulations, games and solutions using cutting-edge technology. You can develop a skillset in design, coding or content creation through an array of modules covering a wide variety of topics.

You will learn how to use software such as Unreal Engine, Unity, Visual Studio, and Maya to build industry-relevant skills and applications that are in demand in Interactive Entertainment, E-sports, Computing, Digital Technology, Automotive, Healthcare, and many other industries. And, our new

Immersive XR Lab provides virtual, augmented and mixed reality technology including headsets, haptics, biometrics, and motion devices.

Via optional placements, projects, exhibitions, competitions and other events, we'll support you to put your newfound skills and knowledge into practice, harnessing the power of technology, to build high-quality digital experiences.

Staff Team and Assessment Methods: Lecturing staff have qualifications in computer science, games art and design, computer games technology, science and physics, at undergraduate and postgraduate level (MSc and PhD). The team have a wealth of experience in industry, research and higher education.

Assessment is 100% coursework with projects, portfolios, exhibitions, presentations, etc.

Typical Module Diet

All Modules are 20 Credits unless otherwise stated.
 * Core (must be passed)
 ** Non-Core (must be taken)
 Other modules are options (choice of 4 at L5 and 3 at L6)

Year 1 (L4)	Year 2 (L5)	Year 3 (L6)
Creation Engines and Scripting *	Multiuser Experiences **	Final Project (40 credits) *
Interaction and User Experience Design **	Research Skills and Industry Engagement *	Reality, Immersion and Innovation **
Mobile and Smart Device Experiences **	High-Level Programming for Experiences	Middleware, Tools and APIs
Projects, Workflow and Testing **	Smart Systems Development	Interactive Visualisation and AI
3D Concept and Modelling **	3D Animation	Environment Design and Creation
Coding, Prototyping and Internet of Things **	Surfaces and Lighting	3D Real-Time Visualisation
	World Design and Playability	Game Design Theories, Storytelling and Narrative
	E-sports Industry, Streaming and Technology	E-sports Events, Performance and Coaching

Study Hours per 20 credit Module

	200
Lectures, Seminars and Workshops	36 hrs
Preparation & Independent Study:	164 hrs

Typically:
L4/L5: two 20 credit modules will be studied in Semester 1, two 20 credit modules in Semester 2, and two 20 credit modules across Semesters 1 and 2.

L6: one or two 20 credit modules will be studied in Semester 1, one or two 20 credit modules in Semester 2, and one 40 credit module and one 20 credit module across Semesters 1 and 2.

There are two Semesters per year.

This programme is regulated by the Office for Students under the Quality Assurance Agency framework for UK Higher Education. Where studying may incur additional incidental or optional costs these are listed on the relevant course page on our website. Our Terms and Conditions, Admissions Policy and baseline English language requirements can be accessed via the University Studies website at www.universitystudies.ac.uk/ourpolicies.