

BA (Hons) Video Games Design



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 prototyping.

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). 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 games design 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: *Generate Ideas. Design. Prototype. Create your games. Are you ready?*

This course provides an opportunity for students to learn the concepts of games design, prototype ideas and develop as computer games designers. It combines practical hands-on experience with theoretical aspects of games design. Students will design, create, and use visual scripting to create their games and digital assets throughout their studies as an integral part of their programme.

The course will give you an understanding of traditional and more contemporary modes of game design, develop your design abilities, and enhance your visual scripting skills, as well as help you become adept at using critical techniques to develop your work. The course makes extensive use of Unreal Engine along with other relevant software enable you to bring your ideas to life.

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.

Year 1 (L4)	Year 2 (L5)	Year 3 (L6)
Innovation & Concept Development	Innovation & Concept Development 2	Major Project (40 credits)
Games Prototyping	Games Analysis, Design & Research Methods	Innovation & Concept Development 3
Introduction to Animation	Games Prototyping 2	Games Prototyping 3
Team Project	Visual Design for Games	Advanced Visual Design for Games
3D Concept and Modelling	3D Character Animation	Team Project 3
Interaction and User Experience Design	Team Project 2	

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.

Study Hours per 20 credit Module

200

Lectures, Seminars and Workshops	36 hrs	There are two Semesters per year.
Preparation & Independent Study:	164 hrs	

* Note that the module diet is under review in order to provide students with a more balanced and interesting selection of topics and varied experience within games design.

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.