Award: BSc (Hons) Games Design

UCAS Code: WG24

Location:
Southend Campus
South Essex College of Further and Higher Education
Luker Road,
Southend-on-Sea
Essex
SS11ND

Awarding body:
UAL (University of the Arts London).

Students who complete the course successfully will receive a degree from UAL. The agreement between South Essex College and UAL is reviewed every four years for developmental purposes and was originally validated in 2018.

Professional body accreditation:
None.

Duration:
3 years (full-time)

Academic year:
Full-time course: October 2019 to July 2022

Part-time study:
No

Work placements:
No Work placements

Timetables:
Timetables are normally available one month before registration, though we endeavour to let you know an outline as soon as possible. Please note that while we make every effort to ensure that timetables are as student-friendly as possible, scheduled teaching can take place on any day of the week. Typically year groups are expected to attend for 13 hours a week spread over two and a half days. We expect students to build on this learning through Independent Study for at least a similar period. For this time we usually have space available within the campus or at the Forum in Southend.

Entry Requirements:

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Entry requirements 2019-2020:

You will need a minimum of 64 UCAS points from one or more of the following:
- At least two A-levels
- BTEC/UAL Level 3 Extended Diploma/Diploma/Subsidiary Diploma/Certificate [RQF]
- BTEC National Award/Certificate/Diploma [NQF]
- Access to Higher Education Diploma (minimum 15 credits at merit or above)
- International Baccalaureate
- AQA Baccalaureate
- Progression Diploma
- Advanced Diploma

You will also need GCSE English Language and maths at grade C (old specification) or Grade 4 (new specification) or above OR a Level 2 equivalent such as functional skills qualification.
To find out how many points your qualifications are awarded, view the UCAS Tariff tables.
You will also be required to undertake a portfolio-based interview. Portfolios should include examples of Art, Graphics, 3D and programming evidence.

Exceptional Entry:
Applications from mature students who do not possess the entry requirements as listed above, but who possess related professional experience or professional qualifications are welcome to apply. You will need to demonstrate by interview, exceptional entry portfolio (this is likely to include evidence of paid or unpaid work experience) and/or written assessment that you are suitable for the course. In the first instance we suggest you contact HEAdmissions@southessex.ac.uk to discuss your application.

International applicants:
If English is not your first language you will need an IELTS score of 6.0 with a minimum score of 5.5 in each component (Reading, Writing, Listening and Speaking), or an equivalent English Language qualification.

Additional requirements:

Credit transfer and accreditation of prior learning or experience
If you have achieved a qualification such as a foundation degree or HND, or have gained credit another higher education institution, you may be able to enter the course at level 5 or level 6. Other qualifications and relevant work experience may also count for academic credit. Further information is available at in the Higher Education Admissions Policy for students studying on the University of Arts London Degree.

Course Overview:
The BSc (Hons) Games Design degree programme is designed to allow the development of skills required for; 3D assets, character design, the process of rigging, game design and development. All the processes covered in this programme are delivered to industry standard. On completion of this programme, students should be able to progress into industry in a variety of creative and technical roles.

Our strength is in our determination to provide a pro-active, creative atmosphere, that is responsive to current and future working practices. We run a small tight-knit course of around twenty students in each year, this allows us to really get to know our students and support them.
A copy of the rules and regulations governing the course is available
https://www.southessex.ac.uk/higher-education/higher-education-policies

Unit Information:
Unit map

This unit map provides a list of the units that make up your course.

Each unit is worth a specified number of credits: all are compulsory, enabling you to cover key subject knowledge while developing your own interests.

You must achieve units worth a total of 120 credits at each level of the course.
Our teaching is informed by research, and units change periodically to reflect developments in the discipline. You can always find the most up-to-date information about your units and who is teaching them through our VLE, Canvas and in the Course Handbook.

The units available on the course are as follows.

Year 1 for full-time students (Level 4)

GD101 - Visual Storytelling (30 credits):
This unit aims to introduce students to the essential elements of creative production processes, technology and materials. Students will be encouraged to develop an appreciation of contemporary industry practices in the use of digital image manipulation software and hardware in the creation of merchandise for the game concept.

GD102 - Historical and Contextual Studies (30 credits):
The unit explores the cultural and historical factors of Games and Animation, including regulatory and legal frameworks that both liberate and constrain creative practice. It encourages students to develop independent research skills and initiate their own inquiries into contextual and cultural factors that influence an area related to your course of study.

GD103 - 3D Modelling and Texturing (30 credits):
The purpose of this unit is to provide the opportunity to utilise a range of techniques to generate low and high polygon count 3D game assets and characters for inclusion within games. Through appropriate use of modelling tools within the 3D application software, students will be able to select and apply a variety of construction procedures to produce the best possible solutions as necessary for objects and characters that could eventually be animated. From initial research and 2D designs, 3D models and characters will be generated and textured to form completed assets ready for importing into a game engine

GD104 – Programming (30 credits):
The purpose of this unit is to develop the student's ability to design, analyse, implement and document computer programs and their ability to create solutions to problems. The unit gives an opportunity to apply basic programming techniques to generate a simple graphical to display the understanding of essential skills such as coding, testing, and debugging. In addition, scripting languages will be explored allowing the students create plugins for 3D program Maya.

Year 2 for full-time students (Level 5)

201 - Game Level Design (30 Credits):
This unit is designed to encourage synthesis between units in the first and second year. The primary aim is to produce a 3D game level. Modelling software will be used to build environments and game engines to script and design the game level mechanics, resulting in the creation of a first or third

person real-time level. The unit will explore the creation of a 3D environment, utilising texture mapping and realistic lighting to develop immersive gaming experience.

GD202 - Games Animations (30 Credits):

The purpose of this unit is to focus on the design and creation of a 2D animatic and 3D animated Cut scene. The development of skills required for creating a range of graphical elements that can be incorporated into games developed for mobile and the Internet. Conceptualising ideas, planning the storyboard and animatic for a game through studying the concepts and techniques of 3D, students will develop the skills required for realistic (and unrealistic) motion within 3D space using motion capture and key framing.

GD203 - Professional and Cultural Development (30 Credits):

This unit will explore aspects of gaming culture to provide contextual awareness of the games industry. It will focus on professional and career development, alongside the cultural functions of Computer Games. Students are encouraged to scan the games horizon and show awareness of the direction of games development in terms of industry and wider culture. The unit will offer the support to develop ideas, compare key critical voices and research potential topics for final year dissertation.

GD204 - Mobile Game Development (30 Credits):

The purpose of this unit is to utilise and extend the skills gained in a range of prior units to design and create an effective and marketable game for modern mobile devices. With the potential to work in small teams, roles and tasks allow for drawing on individual strengths providing essential experience of group work through project planning and management. Mobile games are now a huge market for games development and students will gain experience of this market through the development of fully working game, Testing and quality assurance techniques, essential for the successful deployment of a final game are also incorporated ensuring the final game meets a high standard for the final release.

Year 3 for full-time students (Level 6):

GD301 - Dissertation Project (30 Credits):

This unit aims to provide students with an opportunity to offer critical analysis within an independent area of research that draws upon theoretical and practical material developed on the degree programme. Students have the option to complete a tradition Dissertation or, alternatively, a Technical Research Project. The intention is to encourage students to explore links with their Final Major Project in terms of experimentation with technical and creative approaches to Games Development.

GD302-Final Project Development (30 Credits):

This unit aims to provide the students with time to reflect upon and plan their Final Major Project. By creating promotional material, such as an Electronic Press Pack, it is also an opportunity to build a professional industry profile. Elements such as research, proposal documents and pre-production work will furnish students with a fully-prepared plan for Final Major Project. FMPD unit is designed to carry out the research on different ideas for the FMP and on new tools which can be adapted into FMP. Students carry out the research on new tools to enhance the quality of the work and document on the blog. Students collect the peer feedback regularly till the final submission and update the blog to support their evaluation. The students will update their portfolio websites for exhibition.

GD303 –Final Project (30 Credits):

The purpose of this unit is to provide an opportunity for students to undertake a major project to demonstrate their particular interests and the skills and knowledge they have developed across all units at previous levels. Students will be expected to develop a project that operates within a suitable

game genre, format and medium in which they have already developed some practice during the programme. The project may be, for example, a fully working standalone computer game or complete 3D Environment, a significant Cinematic Cut scene or a fully developed game for mobile systems.

GD304 -Computer Games Management (30 Credits):
The purpose of this unit is to provide students with the opportunity to perform within a simulated work environment, gaining specialist game production knowledge for working under professional conditions. Students will be familiarised with games production techniques, tools, and documentation necessary for undertaking and managing a group project. Group management and scheduling skills will be developed as a time-driven project is undertaken, utilising a range of techniques for ensuring a game development project continues to function under a range of conditions. The study of financial and legislative requirements and contractual obligations for full-time, self-employed, and freelance working will allow students to understand factors that affect the games development industry, and a business plan for a small game company will prepare students for potentially starting their own companies.

Teaching and Learning:

Teaching:
You are taught through a combination of lectures, seminars and workshops, which enable you to discuss and develop your understanding of the discipline of Games Design.

HE Games is supported with high powered computers with Quadro K2200 graphic cards and 32 GB RAM with own dedicated HE Games area which is accessible to HE students anytime in 4th Floor with latest and updated software's and tools to work smoothly and fast.

You use high powered computers with Quadro K2200 graphic cards and 32 GB RAM with own dedicated HE Games area and also have access to hardware such as Game Consoles, Oculus Rifts and SDK (for VR), Wacom tablets , etc.
At Level 4 you typically have around 13 hours contact time per week, typically consisting of:
- 4 hours of lectures/seminars.
- 6 hours of workshops (including dedicated one-to-one tutorials when necessary).
- 2 hour of Contextual Studies (either lecture or one-to-one tutorial).
- 1 hour group tutorials.

Units are delivered through a variety of methods of teaching and learning. These will include:
- Technical demonstrations - designed to provide essential inductions to print and graphics resources and to support the acquisition of essential skills.
- Small group teaching - studio based group sessions which are led by a tutor.
- Group critiques - will usually occur towards the end of a unit before assessment.
- Individual tutorials - The tutor will ask key questions regarding your project and offer advice and suggestions regarding future development.
- Independent research and studio practice - during the unit students are expected to follow up on suggested directions regarding project direction.

Independent learning:
When not attending lectures, seminars and workshops or other timetabled sessions you will be expected to continue learning independently through self-study. Typically, this will involve reading journal articles and books, working on individual and group projects, undertaking research in the library, preparing coursework assignments and presentations. A range of excellent facilities,

including the library, the Learning Resource Centre and the Forum, supports your independent learning.

Overall workload:
Your overall workload consists of class contact hours of around 13 hours per week, including assessment activity plus group critiques as well as a similar amount of independent learning, with each credit taken equating to a total study time of around 8 hours. (120 credits per year).
The following information gives an indication of how much time you will need to allocate to different activities at each level of the course.

Level 4:
50% of your time is spent in timetabled teaching and learning activities
Teaching, learning and assessment: 390 hours
Independent learning: 390 hours

Level 5:
50% of your time is spent in timetabled teaching and learning activities
Teaching, learning and assessment: 390 hours
Independent learning: 390 hours

Level 6:
45% of your time is spent in timetabled teaching and learning activities
Teaching, learning and assessment: 330 hours
Independent learning: 450 hours

Assessment & Feedback:

Assessment:
Coursework is assessed in a range of different ways in order to accommodate a variety of learning styles and aptitudes including portfolio and sketchbook submissions, group presentations, written essays and research folders.
There are no examinations.

Percentage of the course assessed by coursework:
Year 1
100% coursework: 88% Studio based with a written element 12%
Year 2
100% coursework: 88% Studio based with a written element 12%
Year 3
100% coursework: 75% Studio based with a written element 25%

Feedback:
You will receive formative feedback as part of your one-to-one sessions with your unit teachers. You will also receive summative feedback on all formal assessments undertaken by coursework.
Feedback is intended to help you learn and you are encouraged to discuss it with your unit leader tutor. Feedback can be given in a range of different ways in order to accommodate a variety of learning styles and aptitudes including group critiques, recorded verbal feedback and written feedback.

We aim to provide you with feedback within 20 working days of hand-in (for al formal studio based coursework assessment). For the third year Dissertation Unit you will receive feedback and grades at the same time as your Final Creative Output Unit.

Academic support:
Our Academic Support Team provides help in the following areas:
- Study skills (including reading, note-taking and presentation skills)
- Written English (including punctuation and grammatical accuracy)
- Academic writing (including how to reference)
- Research skills (in conjunction with the library)
- Critical thinking and understanding arguments
- Revision, assessment and examination skills (including time management).

Our Disability Advice and Support Service helps students with additional needs resulting from disabilities such as sensory impairment or learning difficulties such as dyslexia.

Teaching staff:
You will be taught by an experienced teaching team whose expertise and knowledge are closely matched to the content of the units on the course. The team includes senior academics, professional practitioners with industry experience, co-ordinators and technical officers. Our teaching is informed by the research and consultancy we undertake, and all of our lecturers have a teaching qualification.

Course Cost:
Course Name: BSc (Hons) Games Design
Duration: 3 years (full-time)
Fees
For the academic year 2019-20 the tuition fees for this course is £8000

UK/EU Overseas

Full-time
Part-time N/A

(Full-time route only)

The following course-related costs are included in the fees:
Third Year students will be offered the opportunity to showcase their end of year work at local or national events. The cost of the venue and transportation of the work will be covered by the College but you may incur additional costs depending on the work you produce.

The following course-related costs are not included in the fees:
Optional trips both day and residential are routinely arranged to support your studies. Students should factor in train fares and related costs for approximately one organised trip to London per-term. Independent trips to assist studies are encouraged, but cannot be predicted as this is down to individual student's interested and requirements,

Accommodation and living costs not included in the fees
This information can be obtained from our Accommodation Services home page
https://www.southessex.ac.uk/higher-education/accommodation

Sources of financial support

If you receive funding from Student Finance you may be eligible to apply for additional benefits. Details can be obtained from our Student Services home page
https://www.southessex.ac.uk/higher-education/fees-and-funding