

UNIVERSITY OF CENTRAL LANCASHIRE

Programme Specification

This Programme Specification provides a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided.

1. Awarding Institution / Body	University of Central Lancashire
2. Teaching Institution and Location of Delivery	Hugh Baird
3. University School/Centre	School of Journalism, Media and Performance
4. External Accreditation	None
5. Title of Final Award	FdA Games Design
6. Modes of Attendance offered	Full Time/Part time
7. a) UCAS Code	I620
7. b) JACS Code	I620
8. Relevant Subject Benchmarking Group(s)	Art and Design
9. Other external influences	
10. Date of production/revision of this form	December 2017
11. Aims of the Programme	
<ul style="list-style-type: none"> • Development of skills to investigate, analyse and present visual information and innovative ideas related to Games Design to a wide range of employers/users. • Development of an individual designer with the necessary depth and breadth of knowledge to address a range of appropriate design problems. • Development of awareness in the designer's role and responsibilities within the Games industry, as an individual or as part of a team. • Development and focus of an individual's personal and professional aspirations. 	
12. Learning Outcomes, Teaching, Learning and Assessment Methods	
A. Knowledge and Understanding	
On completion of this course the student will be able to:	
A1. Show a knowledge of recent advances relating to the role of the Games Designer within the creative process	

A2. Evaluate and deploy theoretical and practical concepts appropriate to the activity of Games Design				
Teaching and Learning Methods				
Lectures, tutorials, self-study, structured tasks and assignments, research, project work.				
Assessment methods				
Assessment is by coursework and measures the demonstration of the learning outcomes. There is formative and summative feedback for all modules. Formative feedback is given on a mid-module assignment; the final module mark and summative feedback is based 100% on an end of module assignment. Assessment is based around performance in solutions to briefs and project work and assessment takes place through a series of small exhibitions, hand ins and crits.				
B. Subject-specific skills				
On completion of this course a student will be able to:				
B1. Modelling (virtual and physical) of proposals to test suitability				
B2. Appraise and respond to existing and emerging audience opportunities				
Teaching and Learning Methods				
Lectures, tutorials, self-study, structured tasks and assignments, research, project work.				
Assessment methods				
Assessment is by coursework and measures the demonstration of the learning outcomes. There is formative and summative feedback for all modules. Formative feedback is given on a mid-module assignment; the final module mark and summative feedback is based 100% on an end of module assignment.				
C. Thinking Skills				
On completion of this course a student will be able to:				
C1. Deploy appropriate design processes to assist in the definition and development of creative proposals and concepts				
C2. Identify, interpret and react to information from a wide range of alternative sources.				
C3. Demonstrate the ability to recognise and validate problems				
C4. Recognise the role and nature of Games Design relative to the wider sphere of interactive entertainment				
Teaching and Learning Methods				
Lectures, tutorials, self-study, structured tasks and assignments, research, project work.				
Assessment methods				
Assessment is by coursework and measures the demonstration of the learning outcomes. There is formative and summative feedback for all modules. Formative feedback is given on a mid-module assignment; the final module mark and summative feedback is based 100% on an end of module assignment.				
D. Other skills relevant to employability and personal development				
On completion of this course a student will be able to:				
D1. Communicate effectively, by visual, oral or written means of information, complex ideas and arguments				
D2. Apply effective project management through the setting of research goals, intermediate milestones and prioritisation of activities				
D3. Show initiative, work independently, be self-reliant and work effectively as part of a team.				
Teaching and Learning Methods				
Lectures, tutorials, self-study, structured tasks and assignments, research, project work.				
Assessment methods				
Assessment is by coursework and measures the demonstration of the learning outcomes. There is formative and summative feedback for all modules. Formative feedback is given on a mid-module assignment; the final module mark and summative feedback is based 100% on an end of module assignment.				
13. Programme Structures*				14. Awards and Credits*
Level	Module Code	Module Title	Credit rating	
Level 5	XB2001	Games Development	40	
				FdA Games Design

	XB2002	3D Modelling	40	Requires 240 credits including a minimum of 100 at Level 5
	XB2000	Visual Skills	20	
	XB2177	Character Design	20	
Level 4	XB1000	Introduction to Games Design	40	FC Games Design Requires 120 credits at Level 4 or above
	XB1101	Creative Thinking	40	
	XB1020	Contextual Studies	20	
	XB1133	Drawing for Design	20	

15. Personal Development Planning

Students of the course will be required to keep track of their development as a Designer as they develop throughout the course. This will be facilitated by a personal diary such as a Web Log (Blog) or similar. The course team aims to support this process of self-reflection on learning and career development predominantly through tutorial discussion. The framework of the final year projects enables a negotiation to take place on individual strengths and aspirations in relation to career and personal development.

16. Admissions criteria

including agreed tariffs for entry with advanced standing)

**Correct as at date of approval. For latest information, please consult the University's website.*

All successful candidates must have achieved the following:

- Achieve a minimum of 260-300 UCAS tariff points at A2 or equivalent
- Grade C in GCSE Maths and English or an equivalent; UK equivalents include key skills level 3 or functional skills level 2

Once your application has been processed you will be required to submit an e-portfolio.

International Students are required to have passed the International English Language Testing Service (IELTS) with a minimum of 6.0

Other acceptable qualifications include:

Scottish Certificate of Education Higher Grade
Irish Leaving Certificate Higher Grade
International Baccalaureate
BTEC National Certificate/Diploma
Access to HE Diploma

17. Key sources of information about the programme

- Factsheet
- University website
- Student course handbook
- Course Leader

18. Curriculum Skills Map

Please tick in the relevant boxes where individual Programme Learning Outcomes are being assessed

Level	Module Code	Module Title	Core (C), Compulsory (COMP) or Option (O)	Programme Learning Outcomes										
				Knowledge and understanding	Subject-specific Skills	Thinking Skills				Other skills relevant to employability and personal development				
				A1	A2	B1	B2	C1	C2	C3	C4	D1	D2	D3
LEVEL 5	XB2001	Games Development	COMP	X	X		X				X		X	X
	XB2002	3D Modelling	COMP	X	X	X		X				X	X	X
	XB2177	Character Design	COMP		X				X	X			X	
	XB2000	Visual Skills	COMP		X				X		X			
LEVEL 4	XB1000	Introduction to Games Design	COMP		X	X	X		X					X
	XB1101	Creative Thinking	COMP		X	X				X				X
	XB1020	Contextual Studies	COMP	X			X		X					
	XB1133	Drawing for Design	COMP		X				X					

Note: Mapping to other external frameworks, e.g. professional/statutory bodies, will be included within Student Course Handbooks

19. LEARNING OUTCOMES FOR EXIT AWARDS:

Certificate of Higher Education

A4. Evaluate and deploy theoretical and practical concepts appropriate to the activity of Games Design

B3. Modelling (virtual and physical) of proposals to test suitability

B4. Appraise and respond to existing and emerging audience opportunities

C2. Identify, interpret and react to information from a wide range of alternative sources

C3. Demonstrate the ability to recognise and validate problems

D4. Show initiative, work independently, be self-reliant and work effectively as part of a team