

## Changes to previous information

During the global COVID-19 pandemic, we prioritised the health, wellbeing and safety of our students and staff.

As we start the new academic year, your health, wellbeing and safety remains our top priority. This means when we return to our campuses and buildings in September 2020 social distancing and other health and safety measures will be in place. This is to help keep you, and others around you, safe. We will respond to the requirements of vulnerable students regarding their personal safety on an individual basis.

We remain committed to delivering an outstanding education and student experience both on campus and online. Like most universities, we'll be providing a mix of on-site face-to-face and digital learning and teaching. The exact mix will vary between courses and course modules taking into account teaching requirements and other considerations such as meeting the safety of vulnerable staff.

It is important to emphasise that a face-to-face, on-site experience will be delivered within the Government and Public Health England guidance and providing there are no serious unforeseeable public health issues that result in the Government introducing further lockdown measures.

Our response to the pandemic means we may have made changes to your course. This is to take account of these important health and safety measures.

We ask you to read the information provided about course changes carefully. We detail what we include in our online prospectus and explain what has changed.

You should read our statement of changes alongside any information provided in videos, at open days or in other promotional materials. This is because the information may also have been affected by the changes we had to make. We are providing this information so you can make an informed choice about whether the course remains suitable for you.

When you register for your course, you will be asked to confirm you have read about our changes and you agree to them. It means that by choosing to continue with your application, and register with us, you accept these changes and are happy to study your course with us.

We really look forward to seeing you in the next academic year. In the meantime, if you want to find out more about University life from this September, and being part of our supportive and welcoming community, please visit our [September 2020 web pages](#).

		Current published course related information
Course title	Games Design	
Award level	BA – Single honours	BA – Single honours
<b>How do you want to study?</b>		
Start Date	Sept 2020	
Modes of study	Full-time Part-time	
Duration	3 years full-time 6 years part-time	3 years full-time
UCAS code	I600	
Location	Canterbury	
Partner institution	N/A	
Available with a Foundation Year	Yes	
<b>Overview</b>		
	<p>Games Design teaches you the key technical and creative skills needed to produce indie videogames for computer, mobile and console.</p> <p>You'll gain an in-depth knowledge of games-design tools (such as GameMaker Studio), design and development processes, aesthetics, and the relationships between industry, players and designers.</p> <p>The course is taught in the Daphne Oram building, our exciting new Creative Arts facility, where you'll have access to industry-standard software to produce a range of games.</p> <p>Dr Alan Meades, an internationally renowned games scholar, leads a team of games industry practitioners and academics who are all as passionate about gaming as you are.</p>	
<b>Why study Games Design?</b>		
	Games are a vital component of modern society. We play console and computer games to relax at home, mobile phone games and apps to fill the time during our	

	<p>daily commutes, and tabletop and card games at social gatherings.</p> <p>Perhaps more than ever before, games and play are important to contemporary life and making games has become not only a form of creative expression but also a major industry.</p> <p>Games Design develops your understanding of digital and analogue games through making and studying them. As you do this, you'll develop your creative and technical skills, including the use of software such as GameMaker Studio, Twine, Unity 3D and Unreal Engine, and design processes. You'll apply these skills to make your own games in response to a variety of short-and-long creative briefs, some of these will be individual and others group-based. Through doing this, you'll create lots of different games, make the games that you want to make, and learn to work in an environment as close to the professional world as we can make it.</p> <p>While this is primarily a practical course, you'll also develop your research and writing skills, you'll study games, learn of their histories, understand the ways that industry works, and the wider social, cultural and economic contexts.</p> <p>Our course is ideal for people approaching games design from other creative disciplines, such as art and design, music, literature, or computing.</p> <p>We recognise that the very best games are made by people who enter the field with different perspectives and expertise. So if you are interested in making, playing and studying games but don't feel you have conventional computing expertise, this course could still be for you.</p>	
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Entry requirements	A typical offer would be 88-112 UCAS points.	
About the course		
Year 1	<p>During Year 1, you'll develop the skills essential to games design, including a rapid introduction to coding and scripting, and games design software.</p> <p>The academic year is split into two semesters. Semester 1 focuses on introducing new ideas and concepts such as games design tools, game histories and employment skills for creative careers. It is in the first semester where you'll be introduced to Game Maker Studio, Adobe Creative Suite software, the fundamentals of coding and scripting, and other games design tools.</p> <p>Semester 2 focuses on further developing the skills from the first semester, through making assets and prototypes and working on a student-led games design project. For this project, you'll follow a set brief which will detail the aims and objectives of the game produced, but you'll have the freedom to propose and create a game that you devise.</p> <p>Students on BA (Hons) Games Design are given a gaming laptop to ensure that they have the tools to design games while on and off campus. This helps students to play and study games, many of our students play multiplayer games with their peers. The laptop is yours to keep at the end of the course.</p>	<p>During Year 1 you'll develop the skills essential to games design, including a rapid introduction to coding and scripting, and games design software.</p> <p>The academic year is split into two semesters. Semester 1 focuses on introducing new ideas and concepts such as games design tools, game histories and employment skills for creative careers. It is in the first semester where you'll be introduced to GameMaker Studio, Adobe Creative Suite software, the fundamentals of coding and scripting, and other games design tools.</p> <p>Semester 2 focuses on further developing the skills from the first semester, through making assets and prototypes and working on a student-led games design project. For this project, you'll follow a set brief which will detail the aims and objectives of the game produced, but you'll have the freedom to propose and create a game that you devise.</p> <p>Students on BA (Hons) Games Design are given a gaming laptop to ensure that they have the tools to design games while on and off campus. This helps students to play and study games, many of our students play multiplayer games with their peers. The laptop is yours to keep at the end of the course.</p>
Year 2	<p>In Year 2 you'll follow the same model introduced in Year 1 but will also choose some optional modules. In Semester 1 you'll learn more about employment within the creative industries and will select from a range of optional modules including ones focusing on narrative within games, 2D animation, 3D animation, and game modding. This will build your skills and specialist understanding of games.</p>	

	<p>In Semester 2 you'll work on another games project, and you'll learn about player cultures, player communities and ways to study how players interact with games. You'll have the option of spending time at an international partner institution as part of the Global Experience in Media, Art and Design module.</p>	
Year 3	<p>In Year 3 you'll focus primarily on the planning, design, development and release of a games project. During Semester 1 you'll undertake a module on pre-production and prototyping methods, as well as a work-related learning module that includes opportunities for a work placement, freelance commission, or internationalisation project. In addition, you'll produce a games studies research project.</p> <p>In Semester 2 you'll produce and prepare a major games design practical project for an audience or distribution platform.</p>	
<b>Module information</b>		
<p>- Please note that the list of optional modules and their availability may be subject to change. We continually review and where appropriate, revise the range of modules on offer to reflect changes in the subject and ensure the best student experience. Modules will vary when studied in combination with another subject.</p>		
<b>Core year 1</b>		
	<p>Games Design Fundamentals Core module - (20 Credits)</p> <p>You'll develop and cement your core knowledge and understanding of games design. You'll learn about fundamental programming concepts and will develop the problem-solving skills needed to design, implement, test and debug games.</p>	
	<p>Creative Career 1 Core module - (20 Credits)</p> <p>You'll be introduced to the professional competencies, processes and creative language that underpin the creative industries. You'll explore a range of research, development and creative processes necessary to produce games (animations or digital media). This module is intended as a rapid introduction to the core</p>	

	<p>elements of design as a systematic creative activity, including: visual research methods, idea generation, workflows and methodologies, critique and feedback skills, thumbnailing, concept sketching, and introductory software skills).</p>	
	<p>Introduction to Game Studies Core module - (20 Credits)</p> <p>You'll explore key cultural, historic and economic contexts related to games design. You'll also develop an understanding of the origins of games as cultural artefacts in general, and computer games and gaming more specifically. By doing so, you'll be able to understand how your practice connects with what has gone before, and some of the key creative, economic and ethical considerations of games design.</p>	
	<p>Art, Audio and Story for Games Core module - (20 Credits)</p> <p>In this module, you'll explore the aesthetics of games design, evaluating art, sound, animation, pure design and writing. The module shifts the focus from manipulating an existing game framework into preparing you to create your own. This module helps you to identify your specific creative interests and supports the Games Design Project I module.</p>	
	<p>Games Development Project I Core module - (40 Credits)</p> <p>Responding to concepts such as of 'persuasive games' or 'games for change', and a set creative brief that specifies what a game must do, you'll work in small groups to produce a game. You'll learn to work in teams, break tasks apart, and deliver a game for the deadline. In addition to digital games, this module offers scope to explore other games, such as analogue games, card games, board games, ARGs, etc. providing you are still able to meet the module learning outcomes.</p>	
Optional year 1		
	N/A	

Core year 2		
	<p>Creative Career 2 Core module - (20 Credits)</p> <p>This module aims to develop your understanding of the creative sector as an industry, so you become aware of key dynamics within the sector and specific expectations related to employability. These include discipline specific working practices, geographic spread, working structures, team working and interpersonal skills, freelancing and collaborative work, funding streams, developing portfolios / studio setup, taxation, regulation, law and ethics.</p>	
	<p>Games and Players Core module - (20 Credits)</p> <p>This module aims to develop your critical and conceptual understanding of game studies theories, debates and research methodologies. It encourages you to shift your focus from practical concerns of making games onto a consideration of the player/audience/community. By learning to study and consider the players, you'll be introduced to games research as a discipline, and you'll develop skills that you can build on in the final year.</p>	
	<p>Games Development Project 2 Core module - (40 Credits)</p> <p>Games Development Project 2 follows the same module as the module in Year 1 but the complexity of the creative brief and the opportunities for you to propose solutions are expanded. You'll work in a group on a substantial games project, using expertise from staff and other students.</p>	
Optional year 2		
	<p>Game Arts Optional module - (20 Credits)</p> <p>This module specifically encourages you to use and alter games through the application of creative skills, resulting in the creation of artefacts including (but not limited to) mods, mashups and machinima. The aim is that by doing so, you'll understand the ways that your individual creative expertise can</p>	

	<p>be harnessed towards the generation of assets within a game, and that these assets have potential to radically alter the reception and rhetoric of a game.</p>	
	<p>Storytelling and Interactive Narrative Optional module - (20 Credits)</p> <p>The module aims to develop your awareness of games' ability to tell compelling, meaningful, and notably, interactive narratives. This is a theory/practice module in which you'll learn and then apply the concepts of interactive fiction (IF) and narrative, with the production of a game/bot/narrative environment. You'll study a range of outputs including traditional text adventures, speech bots, 'walking sims' and mobile games (e.g. Lifeline, Reigns).</p>	
	<p>3D Computer Graphics Optional module - (20 Credits)</p> <p>In this optional module, you'll learn the fundamentals of 3D modelling for games in an industry-standard 3D modelling package. This module supports you in producing assets for games produced in Unreal or Unity.</p>	
	<p>2D Computer Graphics Optional module - (20 Credits)</p> <p>In this optional module, you'll learn the fundamentals of 2D animation for games, producing sprites that have character which can be applied to 2D engines such as GameMaker.</p>	
	<p>Global Experience in Media, Art and Design Optional module - (20 Credits)</p> <p>This module aims to develop your potential for intercultural awareness, while also developing employability and work-related skills for a wide variety of professions related to the media, culture and communication industries. It involves you undertaking a media project abroad.</p>	<p>This is a Semester 2 module</p>
<p>Core year 3</p>		
	<p>Final Major Project: Pre-Production Core module - (20 Credits)</p> <p>This module supports you in developing the</p>	

	<p>pre-production materials for a proposed game of your choice. You'll learn to adopt industry games design planning and pre-production processes, producing an appropriate game-design pitch/concept proposal for a game of your choice, which you'll develop into a proof-of-concept prototype. This proposal could then be worked on for the final major project if sufficient resources are available to complete it.</p>	
	<p>Creative Career 3 Core module - (20 Credits)</p> <p>The module aims to prepare you for entry into employment in the creative sector by developing your awareness of: commercial expectations and practices, presentation and pitching, CV writing, portfolio management and team-working. The module aims to support you in drawing on the strengths of your subject-specific practical and theoretical work developed over the duration of the course. You'll apply this within a work based learning context, reflecting on strengths, weaknesses and opportunities for further development.</p>	
	<p>Mixed Media Dissertation: Games and Culture Core module - (20 Credits)</p> <p>This module aims to develop your abilities in research, analysis, construction of an academic argument, and modes of articulation, to produce a mixed media dissertation on a chosen subject relevant to games design. A mixed media dissertation may take the form of a written dissertation or an alternate practical form (for example a game that introduces theoretical concepts).</p>	
	<p>Final Major Project: Development and Iteration Core module - (40 Credits)</p> <p>In this module you'll demonstrate the conceptual and technical expertise you've acquired throughout the course with specific emphasis placed on the realisation of a game design previously presented in the pre-production module.</p>	
	<p>Final Major Project: Release and Evaluation</p>	

	<p>Core module - (40 Credits)</p> <p>This module develops your understanding of the ways that games are promoted and articulated to target audiences, including the range of channels for communication and marketing that are available. You'll take an active role in the 'packaging' and release of a game (individually or as part of a group), including a selection of literature and paraphernalia. You'll reflect on the strengths and weaknesses of your approach, and the process of development over the duration of the degree, notably the need to connect with players and broader audiences.</p>	
Optional year 3		

## How you'll learn

### Teaching

You'll typically be taught through a combination of technical and creative workshops, lectures, interactive seminars, individual tutorials, demonstrations, and exercises, though the balance between these elements will vary depending on the specific module content (such as the different balance between theory and practical delivery in a module).

This varied approach is designed to support you with learning how to use and apply software, but also to think about games design as a creative and commercial practice. There are times when working on projects is beneficial, and other times where listening to presentations from games designers and researchers will support your growing skills. You'll be asked to apply the skills you have acquired, generally in the form of a practical project (a game, a prototype, a demonstration, a presentation, written evaluation, or occasional essay). These become increasingly complex as the course progresses and your confidence and expertise increase. In addition, you'll be surrounded by a community of games makers, researchers, and players, and other creative practitioners. The expectation is that as a games design student you will actively seek out collaboration and input from staff and peers, and in doing so improve your work and contribute to the games design community. You'll typically have around 12 contact hours per week, however, your actual contact hours will depend on the optional modules you select.

You'll use industry-standard software, notably YoYo Games' GameMaker, Unity 3D, Unreal Engine, 3D and 2D animation software and the Adobe Creative Suite, for much of your digital work. You'll have access to a wide range of specialist facilities such as screen printing, oversize print services, laser cutting and 3D printing throughout your course.

All courses are informed by the University's Learning and Teaching Strategy 2015-2022.

Independent study	It is expected that you'll spend 24 hours per week outside class time working on projects individually and in teams.	
Overall workload	While your workload will shift in response to deadlines, you should see your studies as a full-time job of at least 36 hours per week.	
Academic input	<p>The teaching team consists of highly qualified academics and practitioners with a wide range of expertise and experience.</p> <p>Members of the teaching team are qualified to postgraduate level and are research-active. They have experience in delivering research-informed teaching. You should note members of the teaching team might change.</p> <p>Guest speakers from industry as well as postgraduate students sometimes assist in teaching and assessing some modules. However, experienced academics teach the vast majority of lectures and seminars.</p> <p>The course is led by Dr Alan Meades, an internationally renowned games researcher. Alan holds an MA by Research in Electronic Arts and a PhD in Game Studies. He wrote the 2015 book <i>Understanding Counterplay in Video Games</i> after spending five years studying hacking and modding communities on the Xbox 360. Alan is currently working on the <i>Arcade Tales</i> project (<a href="http://www.arcadetales.com/share">www.arcadetales.com/share</a>), which tells the unheard history of the British arcade.</p>	
<b>How you'll be assessed</b>		
Year 1	80% practical coursework 20% essay	
Year 2	80% practical coursework 20% essay	
Year 3	80% practical coursework 20% essay	
<b>Fees</b>		
UK/EU	Full-time £9,250	
	Part-time £4,625	
Overseas	Full-time £13,000	
	Part-time N/A	

Course specific costs		
Accommodation costs for Placements	Some additional costs to the student are associated with the participation in archaeological fieldwork placements. The cost of the placement itself (training, supervision, equipment, and PPE) is provided by the University. However, travel to and from the placement, accommodation, and food and drink during the placement are generally not provided by the University or fieldwork placement provider.	
Clothing / Kit	Some fieldwork placements involve camping, and in these cases camping gear is not provided by the University or fieldwork placement provider.  Clothing and kit that is essential for Health and Safety reasons are provided by the University and/or fieldwork placement provider at no extra cost to the student. Clothing and kit that is kept by the student and not essential for Health and Safety reasons are not provided by the University or fieldwork placement provider.	
Professional accreditation	N/A	
Industry links	N/A	
Other important information		
	You can study stand-alone modules in Contemporary Language Studies as part of, or alongside, your course. Even if you study languages in addition to your undergraduate degree the extra classes are free of charge, making this a great way to enhance your CV.	
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