BA with Honours in Game Design and Production – 2018 entry

Duration of programme: Standard 4 years, Accelerated 3 years (where students join the programme in year 1)

Award on successful completion: Bachelor of Arts with Honours

Location of delivery: Abertay University, Bell Street, Dundee

Composition of the programme: 120 SCQF (Scottish Credit and Qualifications Framework) credits (60 ECTS) in each academic year, delivered in modules of 20 credits each, with 3 modules taken in term 1, and 3 in term 2 each year. In years 1 and 2, students have the opportunity to take modules outside their main subject. A 40 credit independent project is included in the final year.

Contact hours and workload: Each academic year typically requires 1200 hours of student effort; on average across the 4 years of this programme, 26% of that time is in lectures, seminars and similar activities; the remainder is independent study.

Assessment methods: Throughout all year, work is assessed through practical coursework, presentations, essays, and reports. Project modules are assessed through the submission of conceptual work, design solutions, interactive media products, and associated reporting.

Academic staff: This programme is delivered by staff in the Division of Games and Arts and the Division of Computing and Mathematics in the School of Design and Informatics. Staff profiles can be viewed at http://www.abertay.ac.uk/studentlife/schools/amg/staff/

Core Modules
Developing Game Concepts
Previsualisation
Game Engines and the Principles of Programming
Quality Assurance and User Experience
Game Studies and Criticism
Gameplay and Narrative Design
3D Design for Games
Level Design and Scripting
Interactive Media Production
Design Contexts
Professional Project: Planning and Prototyping
Professional Project: Development and Delivery
Production and Leadership
Spatial Constructs
Gameplay Prototyping
Critical and Contextual Studies
Professional Contexts and Entrepreneurship
Honours Project Development and Proposal
Honours Project Dissertation
Honours Project

Developments in the discipline: Detailed module content is likely to develop with new and evolving techniques and practice as well as releases of new software packages. Programming languages, APIs, development tools and hardware used will change over time to reflect current industry practice.