

BA with Honours in Game Design and Production Management – 2016 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, 25% of that time is in lectures, seminars and similar activities; the remainder is independent study.

Assessment methods: During first and second year, work is mostly assessed through practical coursework, presentations and reflective essays. In later years, taught module assessment is by a mixture of exams, critical essays and coursework. Project modules are assessed through the submission of conceptual work, design solutions, interactive media products and project reports.

Academic staff: This programme is delivered by staff in the Division of Games and Arts in the School of Arts, Media and Computer Games. Staff profiles can be viewed at <http://www.abertay.ac.uk/studentlife/schools/amg/staff/>

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| Core modules in the programme: |
| Principles of Programming |
| Quality Assurance and User Experience |
| Game Studies and Criticism |
| Developing Game Concepts |
| 3D Modelling for Games |
| Game Engines |
| Professional Project Planning and Prototyping |
| Spatial Constructs |
| Professional Project Execution |
| Honours Project |
| Other modules that may be offered, but are subject to change over time: |
| The Games Industry |
| PreVisualisation |
| Design Contexts |
| Interactive Media Production |
| Production and Leadership |
| Gameplay Prototyping |
| Critical and Contextual Studies |
| Professional Contexts and Entrepreneurship |

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. The scripting and programming languages used may also change.