

BA with Honours in Computer Arts – 2023 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

Accreditation: TIGA and ScreenSkills

Composition of the programme: 120 SCQF (Scottish Credit and Qualifications Framework) credits (60 ECTS) in academic years 1 and 2 deliver modules of 20 credits each, with 3 modules taken in term 1, and 3 in term 2, each year. In each of Year 1 and Year 2 one Twenty credit comprise a series of microcredentials. Academic year 3, semester 1, has three 20 credit modules. Semester 2 has one 20 credit module and one 40 credit module. Term 1 of academic year 4 comprises one 20 credit and one 40 credit modules. Term 2 comprises one 60 credit module.

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: Assessment on the programme is in the form of portfolios of creative work, academic writing of critical and reflective form and through verbal presentation of own and others work in critical and/or reflective modes.

Academic staff: This programme is delivered by staff in the Division of Games and Arts in the School of Design and Informatics. Staff profiles can be viewed at <https://www.abertay.ac.uk/staff-search/>

Core modules in the programme:
Digital Media Concepts
Elementary Animation
Life and Observational Drawing
Illustration and Communication
3D Visualisation
3D Production Methods
Digital Media Contexts
Concept Design and Development
Character Animation
Interactive Media Production
Computer Arts Practice
Critical Studies
Professional Project
Honours Project
Honours Project Proposal and Development
Creative and Cultural Industries
Other modules that may be offered, but are subject to change over time:
Cinematic Animation

Environment Art Production
Character Art Production
Sound and Music for Games
Game Audio Implimentation
Visual Development
Information Design
Technical Art Applications

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.