



## BA with Honours in Management in the Games Industry – 2018 entry

**Duration of programme:** 4 years

**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 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. The programme is a joint honours degree with the two parts being 'management' and 'games production'.

**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 (percentage time will vary depending on option choices made).

**Assessment methods:** A variety of assessment methods are used, which include portfolios, commercial reports and pitches, class tests, exams, coursework and presentations.

**Academic staff:** Each part of the joint degree is delivered by a different division. The management part is delivered by staff in the Division of Business and Management in Dundee Business School. Staff profiles can be viewed at <http://www.abertay.ac.uk/studentlife/schools/dbs/staff/>. The Games part of the degree is delivered by the Division of Games and Arts. Information about the division can be found at <https://www.abertay.ac.uk/schools/school-of-design-and-informatics/division-of-games-and-arts>

<b>Core modules in the programme:</b>
Nature of Management
Managing People and Ideas
Business Analytics
Project Management
Operations and Supply Chain Management
Future of work
Practice-based Innovation
Managing Transformational Change
World Trade and Exporting
The Games Industry
Quality Assurance and User Experience
Developing Game Concepts
Interactive Media Production
Professional Project: Planning & Prototyping
Professional Project: Development & Delivery
Professional Contexts and Entrepreneurship
Strategic Management & Leadership
International Business & Management

<b>Other modules that may be offered, but are subject to change over time:</b>
Principles of Programming
Law
Games Engines
Digital Business Strategy
Business in Society
Production & Leadership
Communication & Creative Design
Critical & contextual studies

### **Developments in the discipline**

This programme will change over time on the basis of new developments within the fields of management and/or the games industry.