

## BA with Honours in Game Design and Production – 2023 entry

**Duration of programme:** Standard 4 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 each of Year 1 and Year 2 one twenty credit comprises a series of microcredentials. A 40 credit group project is included in third year. In the final year 40 credit and 60 credit modules comprise the independent project.

**Contact hours and workload:** Each academic year typically requires 1200 hours of student effort; on average across the 4 years of this programme, 24% of that time is in lectures, seminars and similar activities; the remainder is independent study.

**Assessment methods:** Throughout all year, work is assessed through portfolio and 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 Games Technology and Mathematics in the School of Design and Informatics. Staff profiles can be viewed at <https://www.abertay.ac.uk/staff-search/>

<b>Core Modules</b>
Developing Game Concepts
Game Art Production
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
User Interfaces and Interaction Design
Professional Project
Game Design Practice
Production and Leadership
Creative and cultural Industries
Honours Project Proposal and Development
Honours Project
<b>Option Modules That May Change Over Time</b>
Environment Art Production
Character Art Production
Game Mechanics and Systems Design

Analytics and Data-Driven Game Design
Sound and Music for Games
Game Audio Implementation

**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.