Course Diagram for undergraduate courses[1]: BA (HONS) COMPUTER GAMES DESIGN 3 years

<table>
<tr><td></td><td colspan="30">ACADEMIC YEAR 26/27
insert the number of applicable weeks below to reflect the academic year</td></tr>
<tr><td></td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td></tr>
<tr><td rowspan="2">LEVEL 4
(Stage 1)</td><td colspan="10"></td><td colspan="20">Games Studio Practice 1
30 credits (20 weeks)</td></tr>
<tr><td colspan="10">Games Design Concepts
And Visual Storytelling
30 credits (10 weeks)</td><td colspan="10">Introduction to 3D Asset Creation for Games
30 credits (10 weeks)</td><td colspan="10">Introduction to Gameplay Mechanics
30 credits (10 weeks)</td></tr>
<tr><td rowspan="2">LEVEL 5
(Stage 2)</td><td colspan="10"></td><td colspan="20">Games Studio Practice 2
30 credits (20 weeks)</td></tr>
<tr><td colspan="10">Level Design: Player Experience and Usability
30 credits (10 weeks)</td><td colspan="10">Games Project Management
30 credits (10 weeks)</td><td colspan="10">Advanced Mechanics and Quest Design
30 credits (10 weeks)</td></tr>
<tr><td rowspan="2">LEVEL 6
(Stage 3)</td><td colspan="20">Games Studio Practice 3
30 credits (20 weeks)</td><td colspan="10"></td></tr>
<tr><td colspan="10">Audio and Soundscapes for Games
30 credits (10 weeks)
OR
Advanced Games Feature Design and Emerging Technologies
30 credits (10 weeks)</td><td colspan="20">Final Year Project
and Professional Portfolio Curation
60 credits (20 weeks)</td></tr>
</table>

[1] This course diagram should match the unit codes, titles, credit values and duration as noted in the unit descriptors for the course