AQC/10/23 – UG CID

Award title: BA (Hons)

Full Course Title: Computer Games Design 3 years

26/27

Awarded by	University for the Creative Arts
Taught by	University for the Creative Arts/ London College of Contemporary Arts
Location	Sceptre Court, London
Language	English
Duration	3 years Full-time
Entry Criteria	The standard entry requirements** for this course are: • 112 UCAS tariff points from accepted qualifications*, or • Pass at Foundation Diploma in Art & Design (Level 3 or 4), or • Distinction, Merit, Merit at BTEC Extended Diploma, or • Merit at UAL Extended Diploma, or • 112 UCAS tariff points from an accredited Access to Higher Education Diploma in appropriate subject, or • 27 points in the International Baccalaureate, see more information about IB entry requirements And 4 GCSE passes at grade A*-C and/or grade 4-9 including English and Maths Other relevant and equivalent level 3 UK and international qualifications are considered on an individual basis, and we encourage students from diverse educational backgrounds apply. If your first language is not English, you will need an IELTS score of 6.0 or equivalent. If you require a visa to study in the UK, you will also need a minimum score of 5.5 in each individual component. *To see the accepted QCF qualifications, visit: http://uca.ac.uk/study/accepted-qualifications/ ** We occasionally make offers which are lower than the standard entry criteria, to students who have faced difficulties that have affected their performance and who were expected to achieve higher results.
Recognition/Accreditation	N/A

Regulation	The University for the Creative Arts and its courses are regulated by the Office for Students. This course has been designed in line with Sector Recognised Standards and reference points, including the Art and Design Subject Benchmark Statement 2019 For further information about how the course is quality assured see Quality & Standards Manual.

WHAT TO EXPECT

You can expect a dynamic and immersive learning experience that combines theoretical knowledge with hands-on practical application. This well-rounded educational experience that not only equips you with the necessary skills but also challenges you to apply these skills in practical settings mirroring the complexities of the game development industry. The course aims to prepare you with a robust portfolio and the confidence to navigate the challenges of real-world game development scenarios.

Practical Skill Development:
Engage in a curriculum focused on the acquisition of practical, creative, and technical skills. Participate in project-based assessments that require the practical application of learned skills in simulated real-world scenarios.

Real-World Relevance:
Learn through real-world case studies and industry-relevant examples. Tackle industry-style challenges and projects, ensuring the skills acquired are directly applicable to the field of game development.

Studio Environment Simulation:
Experience a studio-like setting during dedicated Games Studio Practice modules. Showcase collaborative efforts, teamwork, and problem-solving abilities in scenarios reflecting the challenges of a professional game development studio.

Portfolio Building:
Develop a comprehensive portfolio throughout the course. Showcase the progression of skills and completed projects in a portfolio, providing a tangible representation of individual growth and capabilities.

Communication and Presentation Skills:
Emphasize effective communication and presentation skills. Present and demonstrate projects at various stages, honing the ability to articulate design choices and respond to feedback.

Group Collaboration:
Foster a collaborative learning environment with group projects. Evaluate individual contributions to group projects, teamwork, and the integration of diverse skill sets within a team.

Industry Exposure:
Provide insights into the industry through exposure to industry-style challenges. Tackle challenges and scenarios that mimic real-world industry demands, preparing you for the professional landscape. These include competitions such as “Search for a Star” and “The Rookies”.

Year 1 (Level 4)
Here you will start your journey into making a computer game from scratch as part of a multi-disciplinary team. You will learn skills in visual storytelling and games design, creating a paper prototype of your game idea. You will then move on to gain skills in 3D asset creation and core games mechanics in the Unreal games engine, progressing you game by taking your paper prototype and turning it into a digital prototype of the core game idea.

Year 2 (Level 5)
Whilst building your skills in learning how to design and create playable and engaging games engine mechanic You and your multi-disciplinary games development team will rapid prototype game ideas and assets choosing what to discard and what to develop further, moving onto the iterative prototyping stage of the development.

Year 3 (Level 6)
This year is about learning the important of either soundscapes in a game or emerging technologies and fine tuning your skills to showcase in a curated portfolio. You will also work in a multi-disciplinary team, creating a game trailer demonstrating a vertical slice of the game as well as a playable demo version. You will end the year with a final year project in which you can develop and demonstrate a specific set of skills you feel passionate about to a high level.

Principles of this course

This course will deliver a personalised learning journey, following five key principles:
- Practice-led and professionally contextualised.
- Discipline-specific with interdisciplinary exposure.
- Technologically relevant
- Employment focussed.
- Internationalised learning

Highlights	Firstly, London's global status attracts industry professionals, offering you networking opportunities and exposure to cutting-

edge developments. Additionally, access to renowned game studios and events enhances practical learning, while the city's multicultural environment prepares graduates for the international game design landscape.

The city's vibrant cultural scene fosters creativity and innovation, providing you with diverse inspiration. Overall, London provides a dynamic setting that enriches the educational experience and equips you with a competitive edge in the evolving field of game design.

Studying game degree in London offers unique advantages. The campus itself is in London in the Aldgate area of London, within close proximity to a variety of games companies, known for their creative and experimental approach to game development.

London hosts several annual games festivals and major esports events. One of which is the London Games Festival which is a celebration of video games across the UK capital. Since 2016, the event has supported over 1,000 games companies and generated £90m worth of business for participants, and in turn created nearly 600 jobs.

Secondly, LCCA provides you with opportunities to work on real-world projects and gain hands-on experience from industry partners. These experiences can give you a better understanding of the industry pipelines and workflows.

Your Course – Unit by Unit

Year 1 (Level 4)

Module Title	Level	Credit	Core/ Option
Games Design Concepts and Visual Storytelling This unit encompasses various crucial aspects of game development. It delves into core game mechanics, such as rules, goals, challenges, and feedback, while exploring common mechanics like points and levels, using Unreal Engine Fortnite Engine (UEFN) as design and experimentation tool. Additionally, balancing and pacing techniques, emergent gameplay, and strategies for maintaining player interest are discussed and you create new UEFN game islands to develop gameplay and visual experiences. The unit also covers	4	30	Core

community building, understanding user bases, player motivations, and monetisation. Visual storytelling is a significant focus of this unit, with an in-depth study of visual elements and your impact on player emotions.			
Games Studio Practice 1 The Games Studio Practice Units, are where you collaborate to design, create, and test an original game created by you as a member of a multidisciplinary team consisting of a mix of students from both the Computer Games Design and Computer Games Art courses. Games Studio Practice 1 primarily focuses on the planning phase of game development, comprising two key elements: paper prototyping and digital prototyping to produce a simple game This Unit not only develops new prototyping skills but starts to scaffold your critical and contextual understanding of games development, exploring a variety of different aspects of games such as, their place in society, their influence on and by youth culture, player communities, motivations and behaviours. This Unit requires you to reflect upon your personal professional practice within a studio environment. You are taught and must reflect upon understanding group dynamics, different styles of working, personality types and the art of conflict resolution. As this unit is about professional practice you will work to a contract which is tailored to your role in the team with an element of negotiated deliverables	4	30	Core
Introduction to Gameplay Mechanics This unit offers a comprehensive exploration of the foundations of gameplay mechanics using Unreal Engine as the primary tool. It covers essential topics such as navigating the Unreal Engine interface, player inputs, character control, Blueprint interactive elements, gameplay events, AI enemies, UI design, and testing strategies. By addressing these key areas, you establish a solid foundation in game development principles within the Unreal Engine environment.	4	30	Core
Introduction to 3D Asset Creation for Games This unit offers a fundamental understanding of 3D modelling tailored for game development, encompassing both theoretical concepts and practical skills. You delve into fundamental principles while gaining proficiency in industry-standard 3D modelling software. The curriculum covers a wide range of topics, including 3D modelling fundamentals, software navigation, polygonal modelling, texture mapping, UV mapping, materials, shading, basic rigging, and insights into industry workflows.	4	30	Core

Year 2 (Level 5)

Module Title	Level	Credit	Core/ Option
Level Design: Player Experience and Usability This unit is designed to teach you the intricate aspects of creating immersive and user-friendly gaming environments. It focuses on guiding players effectively through spaces by emphasising flow, connectivity, and landmark placement. Principles of environmental hierarchy such as zoning, pacing, and verticality are explored to enhance the overall player experience by using Unreal Engine Fortnite (UEFN) as a design and usability research tool. Through case studies, you learn about common architectural styles and motifs, as well as principles in level design. The concept of Player Experience (PX) is examined through the lenses of usability and emotional engagement, with a focus on applying usability principles to game interfaces. Additionally, you learn User Experience (UX) design strategies, including in-game economy item placement and prototyping, to enhance player engagement.	5	30	Core
Games Studio Practice 2 . Games Studio Practice 2 is the second professional practice unit where you collaboratively design, create, and test a new and original game as part of a multidisciplinary team consisting of a mix of students from both the Computer Games Design and Computer Games Art courses. Within Games Studio Practice 2, you engage in rapid prototyping and iterative prototyping, two essential elements crucial for advanced game development from conception to a more refined stage. This unit will not only develop further your prototyping skills but will also make you explore deeper into the motivational drivers of players as both individuals and as teams in order to design a quality player experience which understands player psychology. This Unit requires you to reflect upon your personal professional practice within a studio environment by understanding the intricacies of being part of, creating and motivating a high performing team of members from technical and creative backgrounds. As this unit is about professional practice you will work to a contract which is tailored to your role in the team with an element of negotiated deliverables	5	30	Core
Games Project Management	5	30	Core

This unit focuses on cultivating strategic project leaders within the context of game development. You delve into advanced project management techniques, including the application of sophisticated frameworks such as Scrum and Lean methodologies. The curriculum emphasises optimising resources, implementing precise risk management strategies, and adapting agile practices to the unique challenges of game development projects. You are guided through market analysis, navigating uncertainty, and applying advanced financial modelling for budgeting and resource allocation.			
Advanced Mechanics and Quest Design This unit focuses on Advanced Mechanics and Quest Design within the context of Unreal Engine, delving into intricate game design concepts. You explore sophisticated quest design techniques and iterative design practices. The curriculum emphasises the development of advanced Blueprint scripting skills, mastery of AI development, design of comprehensive quest systems with branching dialogues, and integration of dynamic elements and progression systems. Throughout the unit, you design and implement comprehensive quest systems, incorporating branching dialogues, dynamic elements, and progression systems. By the end of the module, you possess a sophisticated understanding of these advanced concepts.	5	30	Core

Year 3 (Level 6)

Module Title	**Level**	**Credit**	**Core/ Option**
Games Studio Practice 3 Games Studio Practice 3 is the third professional practice unit, where you collaborate to design, create, and test a game as a member of a multidisciplinary team consisting of a mix of students from both the Computer Games Design and Computer Games Art courses. This may be either a new and original game or with the agreement of the entire team the development of an earlier iteration of a game from Games Studio Practice 2. This is the production phase of the game development cycle, focussing on two main elements: technical prototyping and the creation of a vertical slice. These components are essential for refining the game's technical aspects and showcase its main features and quality to potential stakeholders This Unit requires you to reflect upon your personal professional practice within a studio environment by understanding the connection between the team decision making and industry trends and the potential stakeholder expectations. As this unit is about	6	30	Core

professional practice you will work to a contract which is tailored to your role in the team with an element of negotiated deliverables			
Final Year Project and Professional Portfolio Curation The Games Final Year Project and Professional Portfolio Creation unit guides you through a structured process aimed at developing your skills and showcasing your abilities in games art and design. For the Final Year Project, it begins with the identification of a topic of interest and the definition of project scope, and objectives aligned with academic and personal interests. Subsequent stages involve conducting a literature review to identify gaps for meaningful contributions, proposing the project, and planning timelines, milestones, and resource allocation. For the creation of a professional Games Art and Games Design portfolio, you reflect on your journey and develop the ability to curate a range of projects showcasing your skills and versatility, including personal projects, in your unique style. Demonstrating the design or artistic process with clear project descriptions, technical skills, and design principles, they craft a cohesive brand with a consistent theme, creating a strong portfolio.	6	60	Core
Audio and Soundscapes for Games This advanced unit offers an immersive exploration into the synthesis of narrative and audio within virtual environments. Through recording and editing techniques, you delve into fundamental principles of sound and music, foley, emotional storytelling, and crafting interactive soundscapes. The curriculum aims to provide you with a holistic understanding of audio's role in storytelling in games, focusing on its integration into virtual environments to enhance narrative immersion, using Unreal Engine Fortnite (UEFN) as a soundscape design and experimentation tool.	6	30	Option
Advanced Games Feature Design and Emerging Technologies This unit offers a comprehensive exploration of cutting-edge concepts in game design, focusing on advanced paradigms and technologies shaping the gaming industry. You delve into critical analyses of games to understand their impact and role in pushing the boundaries of innovation. The curriculum focusses on the development of Metaverse gaming, engaging with immersive technologies such as Virtual Reality (VR) and Augmented Reality (AR), along with design principles for creating immersive experiences.	6	30	Option

Who teaches this course?	You will be taught by a team of experts in their field. Some will be full time members of staff, and some will be lecturer practitioners, who will teach you whilst also working in industry.
What will learning look like?	You will engage in interactive workshop style lectures, skills-based workshops, guided groupwork and studio practice. The teaching and learning strategy is grounded in a practical approach, emphasising the acquisition of essential practical, creative, and technical skills, through interactive workshop style lectures and skills based workshops Games Studio Practice Units will align with the game development cycle. In the first year, you'll focus on planning and production, followed by production and testing in the second year, and pre-launch and launch activities in the third year. There are also live sessions which are recorded for later usage. Assessment on the course includes formative feedback to you throughout the development of your work and summative assessment when submitting tasks. The type of work you will be submitting are. ***Portfolios*** Require you to maintain a portfolio showcasing your work throughout the program. Encourage reflection on the evolution of your skills and projects. Evaluate the portfolio as a comprehensive representation of your growth and capabilities. ***Developer Logs*** Used in Games Studio Practice units, focusing on your application of skills and contribution in a simulated studio environment. In a variety of other units, it will be used in documenting your background research and assessing ability to address challenges commonly faced in game development. ***Collaborative Projects*** Group projects that mimic the collaborative nature of game development studios. Assessing a final product, teamwork, and the ability to integrate diverse skill sets within the team. Continuous assessment methods are integrated to monitor your progress, ensuring that you consistently demonstrate understanding and

	application of skills throughout the course. This commitment to ongoing improvement contributes to your readiness for the ever-evolving demands of the game development industry. Overall, the course is a comprehensive and strategic approach to preparing you for a successful and fulfilling career in the games industry.
By the end of the course, you will be able to:	*Knowledge:* • Acquire a thorough systematic knowledge and understanding of the games engine pipeline, frameworks and workflows underpinning creative and technical games development. • Gain in-depth knowledge of industry trends, best practices, and emerging technologies within the game design field. • Develop a robust understanding of the various stages of the computer games development cycle, from planning and pre-production to launch. *Understanding:* • Demonstrate a deep comprehension of practical, creative, and technical aspects relevant to computer games design. • Understand how to analyse and solve complex problems commonly encountered in real-world game development scenarios. • Grasp the intricacies of collaborative teamwork within a studio environment, including effective communication and the integration of diverse skill sets. *Application:* • Apply acquired systematic knowledge and understanding to successfully plan, develop, and produce a game, demonstrating proficiency in each stage of the game development life cycle. • Showcase practical application of skills through the creation of a polished and thoroughly tested game prototype. • Utilise nuanced and highly effective communication and presentation skills to articulate design choices and respond adeptly to feedback. • Demonstrate the ability to work collaboratively within a high functioning team, integrating learned skills to address

	challenges typical of a professional game development studio. • Develop a comprehensive portfolio that serves as a tangible representation of your applied skills and progression throughout the course.
Student Support	Academic Mentors are available throughout your degree studies to discuss all matters relating to student well-being and academic support and the Careers Team will also support you in discussions around your potential or preferred career direction. You will also be supported by: – Unit leader for each unit – School support staff – Personal Academic Mentors – Careers Team – Technical support with IT and software – Canvas – a versatile online learning environment – Induction and ongoing re- induction sessions – Student Staff Course Boards – Library and Learning Resources
Our approach to employability is to:	This degree is designed to enhance your employability in the dynamic field of computer game design. Over the three-year period, the curriculum prioritizes hands-on learning, ensuring you acquire practical, creative, and technical skills essential for success. Through project-based assessments, you will actively apply these skills in simulated real-world scenarios, providing you with a tangible and industry-relevant skill set. Real-world relevance is a cornerstone of the course, with exposure to industry case studies and challenges. This approach aligns your skills directly with the demands of the game development field, offering you valuable insights into industry practices and preparing you for the challenges professionals face. The course further immerses you in a studio-like environment during dedicated practice modules, fostering collaborative efforts, teamwork, and problem-solving abilities. This exposure ensures you are familiar with the dynamics of a professional game development studio, enhancing your adaptability in real-world work settings. As you progress through the program, you will build a comprehensive portfolio showcasing your skills and completed projects. This portfolio

	serves as a tangible representation of your growth and capabilities, making you a compelling candidate for potential employers in the game industry. Effective communication and presentation skills are emphasized throughout the course. You will have opportunities to present and demonstrate your projects at various stages, honing your ability to articulate design choices and respond effectively to feedback. Collaborative learning is encouraged through group projects, providing you with firsthand experience in working within a team and integrating diverse skill sets. The evaluations of individual contributions to group projects ensure you develop the collaborative skills crucial for success in professional settings. Exposure to industry-style challenges and scenarios such as “Search for a Star” and “The Rookies” enhances your preparedness for the professional game development landscape. By facing challenges similar to those encountered in the industry, you will graduate with the confidence and skills necessary to thrive in the competitive field of game development. .

Our Commitments

Sustainability

University for the Creative Arts (UCA) is committed to sustainable development and reducing the environmental impact of activities through our teaching, research and day to day operations. Our courses align to Education for Sustainable Development as defined by UNESCO (2019): *‘Education for Sustainable Development empowers learners to take informed decisions and responsible actions for environmental integrity, economic viability and a just society, for present and future generations, while respecting cultural diversity. It is about lifelong learning and is an integral part of quality education. ESD is holistic and transformational education which addresses learning content and outcomes, pedagogy and the learning environment. It achieves its purpose by transforming society’.*

Equality, Diversity and Inclusion

“Equality, diversity and inclusion are fundamental to our commitment to the extraordinary creativity of our staff and students. In the UK the standards we are required to adhere to are embodied in the 2010 Equality Act. Equally important is how these standards are evidenced through the values and behaviours of the University and the individuals of which it is comprised. As well as compliance with these standards we should in my opinion all be exemplars and role models. In terms of everyday actions, this means we should treat others with respect and dignity, and value their contributions because of, and not despite, our differences. I am personally committed to diversity and in this regard the University has the highest expectations of every employee and student alike”.

Professor Bashir Makhoul, President & Vice-Chancellor, University for the Creative Arts.

Overall methods of assessment	Written exams:	Practical exams:	Coursework:
Level 0	%	%	100%
Level 4	%	%	100%
Level 5	%	%	100%
Level 6	%	%	100%
Indicative course learning hours	Independent:	Structured:	Placement or Live Professional Activity:
Level 0	%	%	0%
	hours	hours	0 hours
Level 4	60%	40%	0.0%
	hours	hours	0 hours
Level 5	60%	40%	0.0%
	hours	hours	0 hours
Level 6	70%	30%	0.0%
	hours	hours	0 hours

Additional Course Costs	You are expected to have the basic tools such as drawing pads digital tablets.
Equipment/materials recommended	We recommend that you bring at least one 1TB hard drive to back up your work. We provide network storage, plus access to the Adobe Suite, and an equipment store on each campus. Your own laptop capable of running the software used on the course is recommended.
Visits	Visits to galleries, museums and film production studios and facilities can take place as part of a unit of study or for a year group. Advance notice would be given of any associated costs