APPENDIX A – PROGRAMME SPECIFICATION

1. Qualification BA	2. Programme Title Games Art	3. UCAS Code TBD	4. Programme Type BA Single Honours full-time, BA Single Honours part-time

5. Main Purposes and Distinctive Features of the Programme

The aims of this programme are as follows:
- To provide a broad education in games art;
- To prepare graduates for a career in the games industry or closely related industries in the digital media sector;
- To give students the experience of content production in an environment which is similar to that found in the modern games industry;
- To challenge students to show creativity in the interpretation and construction of assets for 2D and 3D games;
- To prepare students to contribute constructive criticism and participate in a mature argument to critique games artwork artefacts.

6. What a graduate should know and be able to do on completion of the programme

Knowledge and understanding in the context of the subject(s)

K1 **Evaluate the hardware and software technology involved in creating art assets for games**

K2 **Formulate, specify and present original game-play assets, concepts and mechanics**

K3 **Understand the nature of production in the games industry and appreciate the business context in which it is situated.**

Cognitive skills in the context of the subject(s)

C1 **Critique, analyse and evaluate art assets in the context of a game theme or concept**

C2 **Be able to research and record information for creative use**

C3 **Show an appreciation of the social, historical and cultural context of games**

Subject-specific practical/professional skills

S1 **Create professional quality in-game art assets in response to a brief**

S2 **Create concept art based on a game idea or theme using a variety of media**

Other skills (e.g. key/transferable) developed in subject or other contexts

O1 **Create and manage projects and schedules**

O2 **Communicate visually, orally and in writing**

O3 **Respond appropriately to critiques of individual and team work**

O4 **Work productively and to deadlines in a studio-based environment, demonstrating reflective learning and an ability to discuss and present experiences and elements of work**

7. Qualities, Skills & Capabilities Profile

A Cognitive	B Practical	C Personal & Social	D Other
Critical reasoning	Drawing skills	Working in teams	Presentation skills
Understanding of historical, social and cultural context	Research methods	Constructive criticism	Investigative skills
Analytical skills	Questionnaire design	Responding to criticism	
Creative skills	Modelling and animation skills	Communication skills	
Evaluation skills			

8. Duration and Structure of Programme/Modes of Study/Credit Volume of Study Units
(3 Years full-time). Honours Degree = 360 credits; Intermediate Awards of Diploma of Higher Education and Certificate of Higher Education available at 240 and 120 credits respectively. All Honours degrees must include the study of 120 credits at Level H3.

Part II *Students take 240 credits, 120 at H2 and 120 at H3*

	Core Modules (20 credits each unless indicated)	Options	Project
H3 Honours Modules	GAR3000 3D Games Art III GAR3001 Advanced Art Techniques for Games LCT3003 Business of Computer Games Industry		GAR3500 Games Art Project (60 credits)
H2 Honours Modules	GAR2000 3D Games Art II GAR2001 2D Art for Games: From Concept to User Interface GAD2001 Level Design 2 GAR2002 Level 2 Games Portfolio GAR2003 Environment Modelling for Games LCT2614 Project Skills		

Part I (Level 1) *Students take 120 credits*

First Year Part-Time Equivalent	GAR1000 3D Games Art I GAR1001 Art for Hand-held Games Devices GAD1004 Games Design 1 ANI1000 Visualisation GAR1002 Games Art History		GAD1004 Games Design (40 Credits)

9. Learning, Teaching and Assessment Strategy	10. Other Information *(including compliance with relevant Institute policies)*
Learning and Teaching Methods **A mixture of learning and teaching methods are used, including lectures, demonstrations, practical lab sessions, critique sessions (peer and assessed) and reflective learning through journals and logs for various activities. The construction of a portfolio will be a vital aspect of the Games Art programme.** **Assessment Methods** **Assessment tasks are linked to the learning outcomes of each module and are normally completed by the end of each module.** **Assessment Classification System**	**Date programme first offered** **January 2008** **Admissions Criteria** *Standard Requirements* **240 points at A2 level (or equivalent) including at least one creative subject.** *Non Standard Entry* **Other equivalent qualifications, such as Scottish Higher passes, the Irish Leaving**

The pass mark for individual modules is 40%. Final degree classification is based on aggregated performance in Part 2 modules according to the university's regulations.

<u>Honours Classification Bands</u>

First Class	70% and above
Upper Second Class	60%-69%
Lower Second Class	50%-59%
Third Class	40%-49%
Borderline/ Consideration for Unclassified degree	30%-39%

Certificate International Baccalaureate.

or

Pass in a Kitemarked Access to Higher Education course.

or

Applicants under 21 will normally also require five GCSE passes at grade C or above including Mathematics and English or equivalent. Mature applicants over 21 years, without the above qualifications, but with relevant life/work experience will be considered for admission following an interview with a member of the course team.

<u>Indicators of Quality and Standards</u>

i.   Validated by panel with external subject specialists

ii.   External examiner validates Part 2 assignments and examinations

iii.   Consistent with relevant QAA Benchmark statement for art degrees

iv.   Programme is consistent with the Skillset guidelines for Games Art courses.

APPENDIX B – MODULE TABLE

Level One	Level Two	Level Three
GAR1000 3D Games Art I	**GAR2000 3D Games Art II**	**GAR3000 3D Games Art III**
GAR1001 Art for Hand-held Games Devices	**GAR2001 2D Art for Games: From Concept to User Interface**	**GAR3001 Advanced Art Techniques for Games**
GAD1004 Games Design 1	GAD2001 Level Design 2	LCT3003 Business of the Computer Games Industry
GAR1002 Games Art History	**GAR2002 Level 2 Games Portfolio**	**GAR3500 Games Art Project (60 credits)**
ANI1000 Visualisation 1 (20 credits)	**GAR2003 Environment Modelling for Games**	
	LCT2614 Project Skills	

Table 1: BA Games Art module table. All modules are 20 credits unless otherwise indicated. Modules in **bold** are new.

APPENDIX C – MAPPING OF LEARNING OUTCOMES TO MODULES

This table presents the modules which are specific to this programme and shows how they address the learning outcomes for the Games Art course. Modules which are not specific to this programme (see tables above) have already been validated for other programmes.

Module	K1	K2	K3	C1	C2	C3	S1	S2	O1	O2	O3	O4
GAR1000	X			X			X				X	X
GAR1001				X		X	X				X	X
GAR1002						X		X		X		
GAR2000			X	X			X				X	X
GAR2001		X	X	X				X		X	X	X
GAR2002		X			X	X	X		X	X	X	X
GAR2003	X						X			X	X	X
GAR3000			X	X			X				X	X
GAR3001	X		X		X		X					X
GAR3500		X		X	X	X	X	X	X	X		

Games Design 1
Level Design 2
Project Skills
Business of Computer Games

MAPPING OF ASSESSMENT METHODS TO MODULES:

Approximate balance of assessment methods by modules

ASSESSEMENT METHOD (%)	GAR1002	ANI1000	GAR1000	GAR1001	GAD1004	GAR2000	GAR2001	GAR2002	GAR2003	GAD2001	LCT2614	GAR3000	GAR3001	GAR3500	LCT3003
PRESENTATION					5		30			20		30		20	10
PRACTICAL TESTS		70			20			75							
COURSE WORK	70	30	100	100	75	100	70	15	100	30	100	30	100	80	40
IN CLASS TEST	30									50					
EXAMINATION															50

Curriculum Outcomes Map

This table presents the modules which are specific to this programme and shows how they address the learning outcomes for the Games Art course. Modules which are not specific to this programme (see tables above) have already been validated for other programmes.

Module	K1	K2	K3	C1	C2	C3	S1	S2	O1	O2	O3	O4
GAR1000	X			X			X				X	X
GAR1001				X		X	X				X	X
GAR1002						X		X		X		
GAR2000			X	X			X				X	X
GAR2001		X	X	X				X		X	X	X
GAR2002		X			X	X	X		X	X	X	X
GAR2003	X						X			X	X	X
GAR3000			X	X			X				X	X
GAR3001	X		X		X		X					X
GAR3500		X		X	X	X	X	X	X	X		

Games Design 1
Level Design 2
Project Skills
Business of Computer Games

Knowledge and understanding in the context of the subject(s)	Subject-specific practical/professional skills
K1 Evaluate the hardware and software technology involved in creating art assets for games K2 Formulate, specify and present original game-play assets, concepts and mechanics K3 Understand the nature of production in the games industry and appreciate the business context in which it is situated.	S1 Create professional quality in-game art assets in response to a brief S2 Create concept art based on a game idea or theme using a variety of media
Cognitive skills in the context of the subject(s) C1 Critique, analyse and evaluate art assets in the context of a game theme or concept C2 Be able to research and record information for creative use C3 Show an appreciation of the social, historical and cultural context of games	**Other skills (e.g. key/transferable) developed in subject or other contexts** O1 Create and manage projects and schedules O2 Communicate visually, orally and in writing O3 Respond appropriately to critiques of individual and team work O4 Work productively and to deadlines in a studio-based environment, demonstrating reflective learning and an ability to discuss and present experiences and elements of work