

PROGRAMME SPECIFICATION - HND COMPUTER GAMES SOFTWARE DEVELOPMENT

1. Qualification HND	2. Programme Title Computer Games Software Development	3. UCAS CODE 154G short form HNDCGD	4. Programme Type Modular HND Full time and Part time
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5. Main Purposes and Distinctive Features of the Programme

To equip the students with the skills required to assist in the, development and technical aspects of game production.
 To deliver the skill to install and configure appropriate hardware and software to implement a computer system
 To enable students to describe the structure and operation of a variety of computer technologies

Special Features

A practically orientated course with a high content of relevant laboratory work

7. What a Diplomat should know and be able to do on completion of the Programme

The programme outcomes have reference to the benchmark statement for Computing **(C)**, and the International Game Developers Association curriculum framework.**(GDA)**

(Objectives and Learning Outcomes)

Graduates will have demonstrated:

<i>Knowledge and understanding in the context of the subject</i> i. sufficient depth of knowledge in computer game technology to make an immediate contribution in the work environment. (GDA) ii. understanding of the essential facts, and principles of computer game development. (C) iii. adequate breadth of skill and knowledge to ensure flexibility.	<i>Subject-specific practical/professional skills</i> Ability to: i. support, maintain and administer computer systems. (C) ii. Use core techniques and design tools. (GDA) iii. use a range of computer facilities (C) iv. Work as part of a development team. (C) v. Write computer programs.
<i>Cognitive skills in the context of the subject</i> Ability to: i. select components suitable for a particular computer system from a range of standard options ii. apply computing knowledge in the construction or enhancement of computer systems (C)	<i>Other skills (e.g. key/transferable) developed in subject or other contexts</i> Capacity to: i. make effective use of general IT facilities (C) ii. communicate effectively, orally electronically and in writing. (C) iii. capacity to use learning resources to develop and enhance own

	learning iv. Common Skills defined by EdExcel
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7. Qualities, Skills & Capabilities Profile			
The educational and training goals of the programme seek to develop and demonstrate the following qualities, skills, capabilities and values in its graduates			
Cognitive	Practical	Personal & Social	Other
Game design and documentation. Applied Problem solving; Analysis of information;	Technical report-writing; Computer hardware and software installation	Self-motivation; Organisation and time management.	use of learning resources: information gathering;

MAPPING OF LEARNING OUTCOMES TO MODULES (HND)

HND Computer Games Software Development

LEARNING OUTCOME	ECE1000	LCT1012	LCT1000	LCT1008	LCT1009	CGD1003	LCT1016	PDD1013	GAD1001	CGD1001	CGD1000	LCT2500	LCT2505	LCT2501	LCT2504	LCT2506	LCT2502	LCT2513	CGD2003	PDD2007
K1									X			X							X	
K2								X	X			X							X	
K3	X	X	X	X				X	X			X							X	
S1	X	X	X	X	X	X	X	X	X	X	X	X	X						X	
S2	X	X	X	X	X	X	X	X	X	X	X	X	X						X	
S3	X	X	X	X	X	X	X	X	X	X	X	X	X						X	
S4	X	X	X	X	X	X	X	X	X	X	X	X	X						X	
S5																				
C1					X							X	X						X	
C2					X	X	X	X		X	X	X	X	X	X	X	X	X	X	X
O1	X	X	X	X	X	X	X	X		X	X	X	X	X	X	X	X	X	X	X
O2	X	X	X	X	X	X	X	X		X	X	X	X	X	X	X	X	X	X	X
O3	X	X	X	X	X	X	X	X		X	X	X	X	X	X	X	X	X	X	X
O4	X	X	X	X	X	X	X	X		X	X	X	X	X	X	X	X	X	X	X
O5	X	X	X	X	X	X	X	X		X	X	X	X	X	X	X	X	X	X	X

Knowledge and understanding

Graduates will have demonstrated:

- K1 sufficient depth of knowledge in computer game technology to make an immediate contribution in the work environment.
- K2 understanding of the essential facts, and principles of computer game development..
- K3 adequate breadth of skill and knowledge to ensure flexibility

Cognitive skills

Ability to:

- C1 select components suitable for a particular computer system from a range of standard options
- C2 apply computing knowledge in the construction or enhancement of computer systems

Subject-specific practical/professional skills

Ability to:

- S1 support, maintain and administer computer systems.
- S2 Use core techniques and design tools.
- S3 use a range of computer facilities.
- S4 Work as part of a development team.
- S5 Write computer programs.

Other skills

Capacity to:

- O1 make effective use of general IT facilities
- O2 communicate effectively, orally electronically and in writing.
- O3 manage and organise.
- O4 capacity to use learning resources to develop and enhance own learning.

MAPPING OF ASSESSMENT METHODS TO MODULES

	LEVEL 1 MODULES										LEVEL 2 MODULES										LEVEL 3 MODULES											
ASSESSMENT METHOD	LCT1000	LCT1009	CGD1003	LCT1016	PDD1013	GAD1001	CGD1001	CGD1000	LCT1014	LCT2500	LCT2505	LCT2504	LCT2506	LCT2507	LCT2502	CGD2001	CGD2000	CGD2003	LCT2514	LCT2515	PDD2007	LCT3002	LCT3003	LCT3004	LCT3005	LCT3009	CGD3001	CGD3000	LCT3006	LCT3007	PDD3003	LCT3001
EXAMS (FORMAL) %	30						30	30	50			50	30	70	50	30	50					50	50	50	50	50	50	50	30			
EXAMS OPEN BOOK %							30																									
PRACTICAL TESTS %	30			50						30	20			30																		30
COURSE WORK %	40	100		50	80		40	40		20	80	50	40		50	40	50	100			80	20	50	50	50	50	50	70	40	80		70
COURSE WORK IN CLASS %			100		20	100			50	50		30				30			100	100	20	30							30	20		