

## HND Programme Specification (March 2011 – New)

1. Qualification HND	2. Programme Title Games Design	3. UCAS Code 24wg - u	4. Programme Type Modular HND Full Time and Part Time
<p><b>5. Main Purposes and Distinctive Features of the Programme</b></p> <p>This programme offers a less-technical approach to the study of video games. The themes of the programme are as follows: (i) Content Production, (ii) Platforms and Technologies, (iii) Games Production, (iv) Games Analysis and Games Design, (v) Usability and Playability, (vi) Social and Cultural.</p> <p>The programme's aims are:</p> <ul style="list-style-type: none"> <li>• To provide a broad education in Games Design</li> <li>• To prepare students for a career in games design or new the media industries</li> <li>• To challenge students to show innovation and creativity in the context of games design</li> </ul> <p><b>6. What a graduate should know and be able to do on completion of the programme</b></p>			
<p><u>Knowledge and understanding in the context of the subject(s)</u></p> <p><b>K2</b> Demonstrate the appropriate selection and use of tools for the production of games</p> <p><b>K3</b> Formulate, specify and present original game-play concepts and mechanics</p> <p><b>K4</b> Determine appropriate evaluation strategies for games</p> <p><b>K5</b> Identify and anticipate the business, marketing and financial constraints on the development of games</p> <p><u>Cognitive skills in the context of the subject(s)</u></p> <p><b>C1</b> Critique, analyze and review documents relating to games design</p> <p><b>C2</b> Demonstrate the ability to deconstruct and critique game-play constructs, narratives and mechanisms.</p> <p><b>C4</b> Discuss the historical antecedents to modern games and game-play elements</p> <p><b>C5</b> Demonstrate creativity in the production of resources for games</p>		<p><u>Subject-specific practical/professional skills</u></p> <p><b>S1</b> Produce concept and pitch documents</p> <p><b>S2</b> Produce design documents</p> <p><b>S3</b> Formulate testing strategies for games</p> <p><b>S4</b> Analyze games for usability and playability using appropriate theory</p> <p><b>S5</b> Understand and use standard programming notations and conventions</p> <p><u>Other skills (e.g. key/transferrable) developed in subject or other contexts</u></p> <p><b>O1</b> Create and manage projects and schedules</p> <p><b>O2</b> Work in teams to achieve defined objectives</p> <p><b>O3</b> Respond appropriately to critiques of individual and team work</p> <p><b>O5</b> Work productively in a studio-based environment, demonstrating reflective learning and an ability to discuss and present experiences and elements of work</p>	

<b>7. Qualities, Skills &amp; Capabilities Profile</b>			
<b>A Cognitive</b>	<b>B Practical</b>	<b>C Personal &amp; Social</b>	<b>D Other</b>
Applied problem solving	Writing skills	Working in teams	Presentation skills
Understanding of historical context	Testing strategies	Constructive criticism	Investigative skills
Analytical skills		Responding to criticism	
Creative skills		Communicating	

**8. Duration and Structure of Programme/Modes of Study/Credit Volume of Study Units**  
 2 years full time; 3-4 years part time organised on a 2 semesters per year basis and comprising 240 credits of study  
 140 credits at level 1 including 20 credits relating to core skills from Games Design 1.  
 100 credits at level 2 including a 20 credit project

<b>Part II Students take 80 credits</b>			
	<u>Core Modules (20 credits each)</u>	<u>Options</u>	<u>Project</u>
H2 Modules	GAD2002 Games Narrative and Design	<b>Core</b>	<b>Yes</b>
	GAD2000 Games Scripting 2	<b>Core</b>	
	GAD2500 HND Team Project	<b>Core</b>	
	GAD2001 Level Design 2	<b>Core</b>	
	GAR2003 Games Modelling and Animation	<b>Core</b>	

<b>Part I (Level 1) Students take 160 credits</b>			
First Year	GAD1000 Games Scripting 1	<b>Core</b>	
	GAD1005 Games Evaluation	<b>Core</b>	
	GAR 3D Games Art 1	<b>Core</b>	
	SED1005 Introduction to Synthesis and MIDI	<b>Core</b>	
	GAD1004 Games Design 1 [40]	<b>Core</b>	
	CST1202 Visual Programming 1	<b>Core</b>	

**9. Learning, Teaching and Assessment Strategy**

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. Group work will be an important aspect of the course, with appropriate peer-assessment to ensure that credit is correctly awarded. Directed study will be a central aspect of the new Games Design modules.

### Assessment Methods

Assessment tasks are linked to the learning outcomes of each module and are normally completed by the end of each module. Types of assessment include:

Written examinations (unseen or open-book), essays, assignments, projects, case study analyses, in-class tests (practical, written or online), demonstrations and interviews.

## **10. Other Information** *(including compliance with relevant Institute policies)*

### Date programme first offered

September 2005

### Admissions Criteria

#### *Standard Requirements*

160 UCAS points or equivalent qualifications.

#### *Non Standard Entry*

Other equivalent qualifications, such as Scottish Higher passes, the Irish Leaving Certificate International Baccalaureate.

or

Pass in a Kitemarked Access to Higher Education course.

or

Applicants will normally also require five GCSE passes at grade C or above including Mathematics and English or equivalent.

Applicants 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.

### Indicators of Quality and Standards

- i. Validated by panel with external subject specialists
- ii. External examiner validates level 1 and level 2 assignments and examinations
- iii. Validated by Edexcel Foundation

Mapping of Assessment Methods to Modules – Games Design HND March 2011

ASSESSMENT METHOD	LEVEL 1 MODULES						LEVEL 2 MODULES								
	GAR 1000	GAD 1000	GAD 1004	GAD 1005	SED 1005	CST 1202	GAD 2000	GAD 2001	GAD 2002	GAD 2003	GAD 2500				
EXAM %	0	0	0	0	0	0	0	0	0	0	0				
PRE %	0	0	0	0	0	0	0	20	0	0	0				
CW %	100	60	50	50	100	50	60	30	75	100	60				
ICA %	0	40	50	50	0	50	40	50	225	0	20				
IS %	0	0	0	0	0	0	0	0	0	0	20				
PRA %	0	0	0	0	0	0	0	0	0	0	0				

**Mapping of Learning Outcomes to Modules – HND – March 2011**

This table presents the modules which are specific to this programme and shows how they address the learning outcomes for the Games Design course. Modules which are not specific to this programme (see tables below) have already been validated for other programmes. Their modules specifications, which include the learning outcomes, are presented in the Programme Handbook.

Module Code	K2	K3	K4	K5	C1	C2	C4	C5	S1	S2	S3	S4	S5	O1	O2	O3	O5	
<b>Level 1</b>																		
GAD1000											X		X			X		X
GAD1004	X	X						X	X						X			X
GAD1005			X		X		X					X						
<b>Level 2</b>																		
GAD2000	X							X					X		X			X
GAD2001	X	X	X					X		X								X
GAD2002	X				X													
GAD2003	X				X			X		X				X		X		X
GAD2500					X			X		X				X	X			X
<b>Level 3</b>																		

**Level 1**

- GAR 1000 Games Art 1**
- SED 1005 Synthesis and Midi**
- CST 1202 Visual Programming 1**