Programme Specification

BA (Hons) Games Art

Awarding Institution:	University of Bolton
Teaching Institution:	University of Bolton
Division and/or Faculty/Institute:	Faculty of Arts and Media Technologies

Professional accreditation	Professional body	Professional body URL	Status of graduates
	N/a	N/a	N/a

Final award(s):	BA (Hons)
Interim award(s)	None
Exit or Fallback award(s)	Certificate of Higher Education in Games Art Diploma of Higher Education in Games Art
Programme title(s)	Games Art
UCAS Code	GH46
JACS Code	W280
University Course Code(s)	GAM0003 FT GAM5004 PT
QAA Benchmark Statement(s)	Art and Design Computing
Other internal and external reference points	QAA Academic Infrastructure, including the Framework for Higher Education Qualifications and the Code of Practice UK Quality Code for Higher Education University of Bolton awards framework
Language of study	English
Mode of study and normal period of study	Full time – 3 years Part time – 5 years

Admissions criteria

- 5 GCSE above 'C' including English and Mathematics
- Two, but preferably three, A2-levels (or equivalent) including at least one creative

subject that includes some art and design.
- Portfolio containing art work relevant to the subject
- Successful completion of interview

If English is not your first language you will also need IELTS 6.0 (or equivalent).

Interviews will be conducted on a one to one basis by a member of the course team. Applicants are expected to bring a portfolio of 3D/2D work to the interview and will be expected to answer a variety of questions designed to access their suitability for the course. We are often asked by prospective students what they should bring for interview. Our advice would be bring a range of work that you feel best describes the artist you are; this can be 2D or 3D work or even a mixture of both! You don't have to bring masses of work; better to show a smaller range of creative work that you are confident with and can talk about fully. Your interview will generally last around 20 minutes, and if you bring 10 – 15 pieces that you can fully discuss this will take up quite some time.

When reviewing your folder we look for a good grounding in art theory and ability, this applies to both 2D and 3D work.

Applicants without required entry qualifications can be considered for interview. A portfolio of work must be provided at the interview, if this is deemed reasonable substitute for the qualifications and offer can be made.

It is important that you find the undergraduate programme that suits your needs, so feel free to get in touch after interview and ask anything you may have over looked or forgotten to ask on the day. The staff are always happy to help and keen for you to embark on the programme that is right for you.

Additional admissions matters

Not applicable

Fitness to practise declaration

Not applicable

Aims of the programme

The principal aims of the programme are:

The aims of this programme are as follows:
- To enable you to acquire knowledge and understanding in a broad range of areas in games art;
- To prepare you for a career in the games industry or closely related industries in the digital media sector;
- To give you the experience of content production in an environment which is similar to that found in the modern games industry;
- To challenge you to show creativity in the interpretation and construction of assets for 2D and 3D games;
- To prepare you to contribute constructive criticism and participate in a mature

argument to critique games artwork artefacts.

Your studies are focused on: 3D modelling, texturing and lighting, and will also include animation, concept art, level design concepts, traditional art, life drawing and cinematography.

Distinctive features of the programme

Distinctive features include:

- Guest speakers from many of the leading games studios in the UK
- Assignments and projects based on industry pipelines and standards
- Lecturers and tutors with a vast range of industry experience
- State of the art games labs featuring high end computers and industry standard software
- Opportunities for studio visits, field trips, work experience with relevant studios for example student placements and games usability testing.
- Games students are taught together for certain modules throughout their studies at the university.

Programme learning outcomes

K. Knowledge and understanding

On completion of the programme successful students will be able to demonstrate systematic knowledge and understanding of

1. The hardware technology involved in creating art assets for games

2. The software technology involved in creating art assets for games

3. The creative approach to creating art for games

4. The pipelines involved in creating games

5. The business context in which the games industry is situated

C. Cognitive, intellectual or thinking skills

On completion of the programme successful students will be able to demonstrate the ability to:

1. Communicate visually, orally and in writing

2. Research and record information for creative use

3. Critique, analyse and evaluate art assets

4. Apply creativity in the use of Games Art creation

P. Practical, professional or subject-specific skills
On completion of the programme successful students will be able to:

   1. Demonstrate a range of skills in 3D software relevant to games production

   2. Conceptualise ideas through a variety of media

   3. Apply artistic and technical skills for level creation

   4. Apply artistic and technical skills for character creation

   5. Use a range of skills in other software relevant to video games

T. Transferable, key or personal skills
On completion of the programme successful students will be able to demonstrate the ability to:

   1. Communicate orally and visually

   2. Communicate in written documentation

   3. Work in a studio based environment

   4. Apply logical analysis to problem solving

   5. Apply project management skills

   6. Respond appropriately to critiques

Programme structure

There are 3 levels (HE4, HE5, and HE6). Each level has 120 credits and takes place over two trimesters, a full time student would normally complete 60 credits per trimester and a part time student not more than 40. All modules on the course are core and therefore should be successfully completed. The credit value of modules is 20 except for the major project which is 40.

Module Code	Module title	Core/ Option/ Elective (C/O/E)	Credits	Length (1, 2 or 3 periods)
GAM4004	Introduction to 3DCG	C	20	1
GAD4001	Introduction to Level Design	C	20	1
GAR4004	Art for Handheld Games	C	20	1
GAR4003	Introduction to Digital Sculpting	C	20	1
GAM4000	Scholarship	C	20	1
GAR4002	Introduction to Concept Art	C	20	1
GAM5000	Employability and Enterprise	C	20	1

GAR5001	Environment Modelling For Games	C	20	1
GAR5002	Digital Concept Art for Games	C	20	1
GAM5001	Portfolio Project	C	20	1
GAM5002	Advanced Level Design	C	20	1
GAR5003	Digital Sculpting for Games	C	20	1
GAM6000	Research Methods	C	20	1
GAR6001	Advanced Environment Modelling for Games	C	20	1
GAR6002	Advanced Concept Art for Games	C	20	1
GAR6003	Vehicle Modelling and Animation	C	20	1
GAM6001	Major Project	C	40	1

Learning and teaching strategies

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.

Learning activities (KIS entry)

	Course Year		
	1	2	3
Scheduled learning and teaching activities	38%	30%	26%
Guided independent study	62%	70%	74%
Placement/study abroad	0%	0%	0%

Assessment strategy

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), written reports, assignments, projects, case study analyses, in-class tests (practical, written or online), demonstrations and presentations.

The University regulations require students to achieve an aggregate mark of 40% in

each module and there is additionally the requirement to pass each item of assessment with a minimum of 35%.

You will have directed study tasks to solve which will be formatively assessed by tutors on a week-by-week basis, at which point critique will take place and feedback will be provided.

For each element of course work the summative assessment instrument will test the relevant learning outcome with a set marking criteria. Feedback will then be provided by the tutor.

Assessment methods (KIS entry)

	Course Year		
	1	2	3
Written exams	0%	0%	0%
Coursework	100%	100%	100%
Practical exams	0%	0%	0%

Assessment regulations

Assessment Regulations for Undergraduate Modular Programmes

Grade bands and classifications

Grade Description	Mark %	Honours Degree Classification
Work of exceptional quality	70+	i
Work of very good quality	60-69	ii.i
Work of good quality	50-59	ii.ii
Work of satisfactory quality	40-49	iii
Borderline fail	35-39	
Fail	Below 35	

Honours classification

You will normally be awarded the honours classification resulting from the application of either Rule ACM20 or Rule ACM6.

Rule ACM20

A weighted average of the marks from modules worth a total of 200 credits at Levels HE5 and HE6 combined, including the marks from modules worth no more than 80 credits at least at Level HE5 (weighted 30 percent) and marks from modules worth at least 120 credits at Level HE6 (weighted 70 percent), which represent the best marks achieved by you at those Levels.

Where the average falls unequivocally into one of the following bands: 48.00 - 49.99, 58.00 - 59.99, 68.00 - 69.99; and you have achieved marks clearly in an honours classification category higher than their average for modules worth at least 110 credits, then you will be awarded an honours degree in the classification category one higher than that indicated by your average.

Rule ACM6 (an alternative if you do not have sufficient marks at Levels HE5 and 6 to apply ACM20)

A simple average of the equally weighted marks from modules worth 120 credits at Level HE6 which represent the best marks achieved by you at that Level.

Where the average falls unequivocally into one of the following bands: 48.00 – 49.99, 58.00 – 59.99, 68.00 – 69.99; and you have achieved marks clearly in an honours classification category higher than their average for modules worth at least 70 credits, then you will be awarded an honours degree in the classification category one higher than that indicated by their average.

Where you have marks available for fewer than 120 credits at Level HE6, honours classification shall normally be based **solely** on a simple average of the available marks for modules at Level HE6, subject to there being marks for a **minimum of 60 credits awarded by the University**. **Upgrading of the honours classification will not normally be available where there are marks available for fewer than 120 credits at Level HE6**, unless this is explicitly approved.

Role of external examiners

External examiners are appointed for all programmes of study. They oversee the assessment process and their duties include: approving assessment tasks, reviewing assessment marks, attending assessment boards and reporting to the University on the assessment process.

Support for student learning

- The programme is managed by a programme leader
- Induction programme introduces the student to the University and their programme
- Each student has a personal tutor, responsible for support and guidance
- Personal Development Planning (PDP) integrated into all programmes
- Feedback on formative and summative assessments
- A Student Centre providing a one-stop shop for information and advice
- University support services include housing, counselling, financial advice, careers

- and a disability
- A Chaplaincy
- Library and IT services
- Student Liaison Officers attached to each Faculty
- The Students' Union advice services
- Faculty and Programme Handbooks which provide information about the programme and University regulations
- The opportunity to develop skills for employment
- English language support for International students
- Specialist teaching facilities featuring high end computers and graphics hardware such as graphics tablets
- Placement opportunities may be available
- Access and use of virtual learning environments for each module

Methods for evaluating and enhancing the quality of learning opportunities

- Programme committees with student representation
- Module evaluations by students
- Students surveys, e.g. National Student Survey (NSS)
- Annual quality monitoring and action planning through Programme Quality Enhancement Plans (PQEPs), Data Analysis Report (DARs) Subject Annual Self Evaluation Report (SASERs), Faculty Quality Enhancement Plans (FQEPs), University Quality Enhancement Plan (UQEP)
- Peer review/observation of teaching
- Professional development programme for staff
- External examiner reports
- Employer meetings and discussions

Other sources of information

Student portal http://www.bolton.ac.uk/Students/Home.aspx
Students Union http://www.ubsu.org.uk/
Faculty Handbook http://www.bolton.ac.uk/students/
Module database http://modules.bolton.ac.uk
External examiners reports
http://www.bolton.ac.uk/Quality/QAEContents/ExternalExaminersReports/Home.aspx
The university careers service and web pages at
http://www.bolton.ac.uk/Careers/Home.aspx

Document control

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Learning outcomes map

Module title	Mod Code	Status C/O/E	K1	K2	K3	K4	K5	C1	C2	C3	C4	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5	T6
Introduction to 3DCG	GAM4004	C		TA		TA		TA		D	TA	TA		TA		TA		TA	D			D
Art For Handheld Games	GAR4004	C	TA	TA	TA	TA	D	TA	A	D	TA	TA	TA		TA	TA		A	TA	D	D	
Introduction to Level Design	GAM4001	C	TA	TA	T	TA			T			TA	TA		TA	TA	TA	TA		TA	TA	TA
Introduction to Digital Sculpting	GAR4003	C	D	TA	TA	TA	D	A		D	A	TA	D		TA	D		A			D	
Introduction to Concept Art	GAR4002	C			TA	T		A		TA	TA		TA					A				D
Scholarship	GAM4000	C	T					TA	TA								TA	TA		TA	D	
Digital Concept Art for Games	GAR5002	C	D	TA	TA	T	D	TA		TA	TA		TA	D	D	TA		A	D	D		TA
Advanced Level Design	GAM5002	C								TA		D		TA		TA	TA	A	TA	TA	TA	
Environment Modelling for Games	GAR5001	C	T	TA	TA	TA		A	D		DA	TA	TA	TA				A	TA		TA	TA
Employability and Enterprise	GAM5000	C		D	D	D	TA	TA	DA									TA	D			
Portfolio Project	GAM5001	C	TA	D		TA	TA	TA	TA		A	D					TA		D	TA	TA	TA
Digital Sculpting for Games	GAR5003	C		TA	D			DA	A	A	TA	TA	DA		TA		TA	A		DA		D
Advanced Concept Art	GAR6002	C		TA	TA	TA	D	D	D	A	A		TA		TA	D		A	D			D

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Module	Code																				
for Games																					
Vehicle Modelling and Animation	**GAR6003**	C		TA	D			A		D	A	TA	D		D			A	TA	A		
Advanced Environment Modelling for Games	**GAR6001**	C		TA	D			A			TA	TA	D	TA		TA		A	A	TA		A
Research Methods	**GAM6000**	C	D			D	DA	TA	TA	D						D	TA		TA	A	A	
Major Project	**GAM6001**	C	DA	TA	DA	TA	DA	TA	TA	D	A	DA			TA	TA	TA	D	TA	TA	A	

K. Knowledge and understanding   P. Practical, professional and subject specific skills C. Cognitive, Intellectual and thinking skills   T. Transferable, key or personal skills

Complete the grid using the following (Developed = D, Taught = T, Assessed = A)

Module listing

Module title	Mod Code	New? ✓	Level	Credits	Type	Core/Option/Elective C/O/E	Pre-requisite module	Assessment 1			Assessment 2			Assessment 3		
								Assessment type	Assessment %	Add Y if final item	Assessment type	Assessment %	Add Y if final item	Assessment type	Assessment %	Add Y if final item
Introduction to 3DCG	**GAM4001**		HE4	20	STAN	CORE		CW	100	Y						
Art For Handheld Games	**GAR4004**		HE4	20	STAN	CORE		CW	100	Y						
Introduction to Level Design	**GAD4001**		HE4	20	STAN	CORE		CW	70	Y	CW	30				
Introduction to Digital Sculpting	**GAR4003**		HE4	20	STAN	CORE		CW	100	Y						
Introduction to Concept Art	**GAR4002**		HE4	20	STAN	CORE		CW	100	Y						
Scholarship	**GAR4000**		HE4	20	STAN	CORE		CW	100	Y						
Digital Concept Art for Games	**GAR5002**		HE5	20	STAN	CORE		CW	80	Y	CW	20				
Advanced Level Design	**GAD5001**		HE5	20	STAN	CORE		CW	70	Y	CW	30				
Environment Modelling for Games	**GAR5001**		HE5	20	STAN	CORE		CW	100	Y						
Employability and Enterprise	**GAR5000**		HE5	20	STAN	CORE		CW	100	Y						
Portfolio Project	**SFX5001**		HE5	20	STAN	CORE		CW	80	Y	CW	20				

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Digital Sculpting for Games	**GAR5003**		HE5	20	STAN	CORE		CW	100	Y						
Advanced Concept Art for Games	**GAR6002**		HE6	20	STAN	CORE		CW	100	Y						
Vehicle Modelling and Animation	**GAR6003**		HE6	20	STAN	CORE		CW	100	Y						
Advanced Environment Modelling for Games	**GAR6004**		HE6	20	STAN	CORE		CW	100	Y						
Research Methods	**GAR6000**		HE6	20	STAN	CORE		CW	100	Y						
Major Project	**GAR6001**		HE6	40	STAN	CORE		CW	100	Y						

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Bolton Key Core Curriculum requirements

Complete the grid using the following (Developed = D, Taught = T, Assessed = A)

Module Title	Module Code	C/O/E	Employability											Bolton Values		
			PDP	Communication	Team work	Organisation & Planning	Numeracy	Problem solving	Flexibility & adaptability	Action planning	Self awareness	Initiative	Personal impact & confidence	Inter-nationalisation	Environmental sustainability	Social, public and ethical responsibility
Introduction to 3DCG	GAM4004	C		DA		D		D	TD	D	D	D	D		D	D
Art For Handheld Games	GAR4004	C		DA		TA		TA	TA	D	D	TD	TD	TA	TA	TA
Introduction to Level Design	GAM4001	C		TA	TA	TA	TA	TA	TD	D	D	TD	TA	TA	TD	TA
Introduction to Digital Sculpting	GAR4003	C		DA		D		D	TD	D	D	D	D	D	D	D
Introduction to Concept Art	GAR4002	C		TA		D			TA	D	D	D	TD	TD	D	TD
Scholarship	GAM4000	C	TA	TA	TA	TA	D	TA	DT	TA		TD	TD	D	TD	TA
Digital Concept Art for Games	GAR5002	C		TA		DA		D	D	D	D	D	TA	DA	D	TA
Advanced Level Design	GAM5002	C		DA	TA	TA	TA	TA		D	D	D	D	D	D	D
Environment Modelling for Games	GAR5001	C		D		DA		TA		D	D	D	D	D	D	D
Employability and Enterprise	GAM5000	C	TA	TA		TD	D	D	D			D	TA	TA	TD	TA
Portfolio Project	GAM5001	C	D	TA	TA	TA	D	DA	TA	TA	D	D	D	DA	TA	DA

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Digital Sculpting for Games	**GAR5003**	C	D	D		D		DA	D	D	D	D	D	D		D
Advanced Concept Art for Games	**GAR6002**	C	D	DA		D		D	DA	DA	D	DA	D	D		DA
Vehicle Modelling and Animation	**GAR6003**	C	D	DA		DA		DA		D	D	D	D	D		D
Advanced Environment Modelling for Games	**GAR6001**	C	D	DA		DA	D	DA	D	D	D	D	D	D		D
Research Methods	**GAM6000**	C	TA	TA	TA	TA	DA	TA	A	DA	D	DA	D	TA	D	TA
Major Project	**GAM6001**	C	TA	DA		TA	DA	DA	A	DA	D	DA	TA	TA	D	DA

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