

Programme Specification 2017/18

This programme is currently going through re-validation, where changes to the programme may take place. Offer holders will be informed of any changes following the re-validation approval.

5467 BA Games Design and Art

This specification provides a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if s/he takes full advantage of the learning opportunities that are provided.

Awarding Institution	University of Southampton
Teaching Institution	Winchester School of Art
Mode of study	Full time
Duration in years	3 years (36 months) following standard progression for a FT student.
Accreditation details	N/A
Final Award	Bachelor of Arts
Name of award	Games Design and Art:
Interim Exit awards	Certificate of Higher Education or Diploma of Higher Education
FHEQ level of final award	6
UCAS code	1L6F
QAA Subject Benchmark or other external reference	QAA Art and design Subject Benchmark Statements (2008)
Programme Lead	Adam Procter
Date specification was written	March 2013
Date Programme was validated	22/05/13
Date Specification last updated	Sept 2015

Programme overview

Brief outline of the programme

The Games Design & Art programme provides critical thinking and making skills within the subject area of Games Design & Art. The programme encouraging experimentation, prototyping and user testing at all stages.

In Part One we look at techniques and methods in asset creation, the construct of ideas, deconstruct game methodology and the concept of play and games. The year involves lots of prototyping, working in teams and user testing. In Part Two we take the initial working practices and apply them to Industry standard applications such as game design documents, debugging, code testing and vertical slice production. Within Part Three you will work to create finished game and interaction project that have the potential to be released to market.

Your contact hours will vary depending on your module/option choices. Full information about contact hours is provided in individual module profiles.

Special features of the programme

Studio visits in the UK and abroad.
Conference and exhibitions trips.
Ability to publish games via App Stores and other online outlets.
Participation in External exhibitions.

Learning and teaching

Studio based actives include workshops, group work, studio visits. Documentation sketchbooks, researching, lecture series, seminars, peer feedback, group tutorials, broad range of formative feedback, one to one summative feedback, Library. Use of online resource such as Video tutorials (for example Lynda.com) the VLE (for example Blackboard) and resource sharing (for example Slack).

Assessment

Summative individual assessment takes place at key stages within the course at each Level. However, this is combined with regular formative assessment, peer assessment and team assessment.

Educational aims of the programme

The BA (Hons) Games, Art and Design at Winchester School of Art, University of Southampton, offers a welcoming, supportive and student-focused environment in which to study games design and art. The programme is designed to offer a range of core modules, option choices and flexibility of learning. It aims to provide you with the opportunity to study theoretical and career-orientated modules that will provide you with understanding and skills applicable to future employment in the games industry.

The aims of the programme are to:

- provide you with an interdisciplinary approach to games design and art. In your first year, for example, you will have the opportunity to study subjects such as games practice, research and communication skills, games production, and games design and art.
- equip you with a theoretical and transferable skills framework to support your creative games practice and provide you with the ability to realise your ambitions if you should choose to follow the path to full employment in the games industry.
- promote critical contextual thinking in relation to the practice of games design and art
- enable you to develop the practice of games development creatively through the use of technical skills
- enable you to progress from a broad-based understanding of games design and art to a more individual viewpoint which is informed by your specific interests
- develop your ability to communicate your ideas concerning games design and art in a variety of ways and solve problems effectively
- foster levels of ambition and innovation that will enable you to undertake advanced study in games design and art and post-degree practice at a professional level in the games industry

Programme learning outcomes

The criteria against which your achievements will be judged in terms of the programme's learning outcomes will be detailed in the programme handbook.

A. Knowledge and understanding

Having successfully completed this programme you will be able to demonstrate knowledge and understanding of:

- A1. contemporary issues in the theory and practice of games design and art
- A2. how to creatively integrate and exploit a variety of practices, research, communications skills, production techniques and technologies and theoretical materials to realise your ideas
- A3. how to apply a range of theories, concepts, techniques and processes related to games design and art in realising your ideas
- A4. how to utilise methods of thinking about, for instance, games development, planning and making games to help resolve problems in self-initiated projects
- A5. how to effectively evaluate and present your ideas in relevant games contexts
- A6. a research informed broad-based appreciation of games design and art practice, including the work of contemporary international games practitioners and how they represent different professional, cultural and technological contexts
- A7. how to identify and apply the skills you will need to practice professionally in the games industry, enter related areas of specialist interest or take further reflective study of the subject of games design and art

Teaching and learning methods

The programme employs a variety of teaching and learning methods designed to support you in developing your own learning skills and in becoming an increasingly independent learner. This means that by the time you reach the end of part two, you will be able to direct and realise theoretical and practical solutions through self-initiated projects.

The teaching and learning methods, which focus on developing your knowledge and understanding, include theoretical lectures and seminars, study visits, practical workshops and inductions and group critiques. Project briefs encourage you to develop your knowledge and understanding of your subject in relation to a particular professional context.

During your study of the programme you will be encouraged to attend study visits but it is understood that, as these visits are self-financed and that individual circumstances may not easily allow for a period of study time away from the School, it may not always be possible for you to attend. In such cases, alternative comparable study visits within the locality or other centres within easy reach are provided. All study visits have a detailed itinerary which identifies how you can benefit from viewing games design and displayed artworks. For example, the itinerary may direct you to consider different approaches to presentation skills. Such itineraries are applicable to

international or UK venues. Group study visits are managed by Programme Leaders with the support of the School's administrators: arrangements include risk assessment.

Student Exchange module

In part two, depending on your eligibility to travel to particular countries, e.g., obtaining a visa, you will have the opportunity to apply to study abroad for one semester. The Exchange module is established under the Socrates-Erasmus Exchange study programme. Exchange agreements with institutions in the EU are typically in France, Spain, Eire and the Czech Republic. Additionally, there may also be the opportunity to study in other countries such as China and the USA where bilateral exchange agreements are in place. You will need to have a good idea of, and be able to articulate, why you wish to travel abroad as part of your study and what you are seeking to achieve whilst away. Visits made to continental Europe or other countries will provide the opportunity for you to develop your language skills among native speakers working and studying in higher education.

The School will provide students with the opportunity and resources to develop language skills appropriate to the Exchange destinations; this may be by the provision of CD-ROMs or other resources as necessary. Whilst on exchange you will have input from academics and professionals at the host institution. You will be expected to work to the schedule and standards prevailing in your host institution. The learning outcomes of the Exchange module are equivalent to the Games Development 1 module which you would otherwise have studied if not on exchange. You will be obliged to reflect on what you learn from host staff and from the environment in which you find yourself as well as the extent to which such experiences impact on your games thinking and art and design and practices. The work you do abroad will be equivalent to that undertaken by fellow students remaining in the UK, but naturally will be shaped to a greater or lesser extent by your trip. Work done abroad will be integrated back into your output at Winchester and, like your colleagues who remain in the U.K., you will have to produce a reflective journal.

Part One

In part one, through games practice and games production, you will be introduced to a range of skills and games media. Your skills in library research and the use of ICT (Information and Communication Technologies) will be developed to equip you to tackle assignments at this level and throughout your study in the School. A great deal of the focus is placed on working towards practical games output through themed production projects set by your tutors. You will also begin to engage with the contexts and the debates in contemporary games design and art. Your engagement with the critical context of contemporary games design and art in the Contemporary Issues module will focus on theory both from an intellectual and maker's perspectives. For this reason, the Contemporary Issues module will be delivered by way of contact with theorists and practitioners conversant with contemporary issues in games design and art.

The broad range of skills and experience offered at part one will provide you with the knowledge and understanding necessary to study at part two generic approaches to games design and art. You will be offered guidance on your selection of a theoretical or career-orientated Option module. The theoretical and career-orientated Option modules are designed to enable you to tailor your programme to suit your intellectual preferences and/or choice of career path. For example, you may choose to study the Enterprise modules so as to be best prepared to be a self-employed games artist following graduation. Your choice of a theoretical or career-orientated Option module at part two will require you to study that same Option at part three.

Part Two

In part two you will have established a broad grasp of a number of theoretical and practical skills and an understanding of what informs and contextualises ideas and practices in games design and art. You will now be encouraged to explore games design and experiment with games development, speculate through a reflective journal and test your ideas in your chosen Option module with the aim of developing you into an informed, skilled, independent games theorist and practitioner. The progression from part one is demonstrated at part two by increasingly developing your own themes of interest and projects, initially from a selection, then entirely from your own imagination. You will work within and focus your work according to the theories and practices consistent with your chosen areas of subject specialism. As mentioned above student exchanges are available to assist in your tailoring of your study. Student exchanges enable you to develop your understanding from different cultural and professional viewpoints while developing the independent learning skills required to progress to part three.

Part Three

In part three, based on individual exploration of your ideas in games development, you will focus your theoretical ideas, games practice and their particular methodologies, and conceive and develop your own ideas right through to the final major project. Whereas part two encourages diverse experimentation and a challenging approach to your thinking and ideas concerning games design and art, in part three you will utilise your skills to increasingly produce well informed games that communicate your ideas. You will also be able to apply your theoretical and career-focused skills by way of a reflective journal and your chosen Option module which will enable you to be in a strong position to follow your ambitions once you graduate.

Assessment methods

A variety of informal assessment methods for example, visual presentations, seminars, group critiques, provide you with on-going feedback on the progress of your understanding of your work. These formative assessment

situations will also give you the opportunity to learn to constructively critique the work of others. Summative assessments which concentrate on specific evidence of your work, such as a portfolio, a reflective journal, a presentation or a short or extended essay, assess, at the end of each module, your attainment of the modules' stated learning outcomes.

In part three the Final Major Project provides assessment of your practice and your ability to bring to conclusion, artworks which communicate the ambition of your ideas to a level of high quality. It will be supported by a portfolio of developmental work and studies. This is the opportunity for you to show the extent to which you have developed in your field throughout the programme, and represents the fruition of your studies.

B. Subject specific intellectual and research skills

Having successfully completed this programme you will be able to:

- B1.** apply methods of enquiry and reflection which will enable you to critically evaluate the qualities in your work and relate your ideas to an intended context
- B2.** evaluate and challenge the conceptual and technical boundaries of your discipline
- B3.** make independent judgments in the selection and use of ideas, materials, tools, techniques and processes
- B4.** generate ideas through enquiry, analysis and critical reflection
- B5.** inform your practice by analysing and critically reflecting on relevant theory
- B6.** realise your ideas through the evaluation and selection of appropriate games design and art media and techniques
- B7.** develop your ideas by applying thinking and concepts informed by a context of recent approaches to the practice of games design and art
- B8.** establish a specialist theory and/practice by critically assessing aspects of your chosen Option module.

Teaching and learning methods

Seminars, individual and group tutorials, group critiques, and optional study visits are all designed to enable you to develop your own thinking skills through discussion and the giving and receiving of constructive criticism. Group critiques and seminars focus on evaluating ways of developing ideas and working methods, in addition to developing your critical and analytical abilities. Learning activities and expectations progress from establishing an understanding of games design and art through exploring and testing boundaries, to synthesis and focus.

Assessment methods

Assessments designed to evaluate your thinking skills take a variety of forms. Exhibitions of work and essays evaluate reflective and analytical thinking, your critical skills in forming viewpoints on contemporary influences and the making of independent judgements. Most assessments involve visual presentations of games portfolios as a method of further communicating and expanding on your ideas and practical intentions.

C. Transferable and generic skills

Having successfully completed this programme you will be able to:

- C1.** communicate ideas in a variety of oral, written, technological and visual formats
- C2.** identify, select and draw upon a wide range of printed and electronic sources to inform and challenge your thinking
- C3.** demonstrate interpersonal skills whilst working with others
- C4.** study independently and produce work to set deadlines
- C5.** reflect on your own work and learn from experience
- C6.** generate ideas and solve problems independently and collaboratively.
- C7.** use effectively library and IT resources, including the internet

Teaching and learning methods

Your key skills will be developed through seminars and tutorials, IT workshops, library sessions, group projects and independent research. Introductory library sessions will show you how to use the web and access a range of library resources. In part one, studio, ICT and technical workshop inductions will introduce you to basic practical skills and techniques and health and safety procedures. As you progress through the programme you will then progressively update and hone your skills, through the help and support of librarians, technicians and tutors, according to your independent learning. Activities such as seminars, tutorials, group projects, and study visits will help you to develop self-confidence, interpersonal and group skills. Written assignments will enable you to structure and communicate ideas in written formats.

Assessment methods

Your key skills will be assessed through participation in individual and group, practical and theory based assignments. Assessment methods demonstrate a variety of learned skills which often overlap and complement subject-specific skills which can be applied more generally. Key skills are demonstrated primarily through

tutorials, seminars, journal writing and essays but are liable to contribute to all the work that you do throughout the programme.

D. Subject specific practical skills

Having successfully completed this programme you will be able to:

- D1.** realise an individual approach to games design and art through the production of theoretically informed practical work ready for exhibition or reproduction
- D2.** solve practical problems independently in response to set briefs and self-initiated projects
- D3.** explore and exploit games development materials, tools, art techniques and design processes, including computer-assisted technologies
- D4.** work and use games development machines safely and competently in the workshops
- D5.** apply theoretically informed practical skills effectively in the making of your games, art and design work
- D6.** gather and organise information to inform and challenge your thinking

Teaching and learning methods

Your theoretically informed practical games skills will be essentially developed through seminars and tutorials, workshop inductions and demonstrations, IT inductions, and independent art and design practice. You will develop your practical skills through the support of technicians and tutors. At part one, inductions and demonstrations introduce you to a range of practical skills; then, as you progress through the second and third parts of the programme, you can self-select from a range of additional workshops designed to increase your proficiency in the use of skills.

Practical skills are a fundamental feature of your learning. To generate safe technical proficiency you will learn in the School workshops or other appropriate environments. Projects will often be set so as to stimulate your thinking regarding the techniques and skills that you are learning and how you might creatively utilise them in relation to your own ideas. Practical skills are useful when creatively applied or when they stimulate curiosity and new ideas. Most of your creative endeavour will take place in the games studio. The games studio is the working environment in which you will be able to explore your artistic materials and realise your design thoughts. It is the arena in which you develop your practice and explore new possibilities.

Assessment methods

The methods which assess your practical skills include games assets, portfolios, exhibitions, essays, reports and oral presentations. Your work in the games studio will prepare you for these and enable you to produce the work for reflective journals, seminars and your portfolios. Progression is recognised in the assessment scheme, which evaluates your practical skills, from broad-based investigation and experimentation through to evaluation and synthesis of skills necessary to communicate your games, art and design ideas at part three.

Graduate attributes

Graduate Attributes are the personal qualities, skills and understanding you can develop during your studies. They include but extend beyond your knowledge of an academic discipline and its technical proficiencies. Graduate Attributes are important because they equip you for the challenge of contributing to your chosen profession and may enable you to take a leading role in shaping the society in which you live.

We offer you the opportunity to develop these attributes through your successful engagement with the learning and teaching of your programme and your active participation in University life. The skills, knowledge and personal qualities that underpin the Graduate Attributes are supported by your discipline. As such, each attribute is enriched, made distinct and expressed through the variety of learning experiences you will experience. Your development of Graduate Attributes presumes basic competencies on entry to the University.

Programme structure

Typical course content

This is a three year full-time programme. All modules are core modules and must be passed with a mark of 40% or higher. Whilst all modules are core, this does not mean all students will study exactly the same modules. You are able to choose from a list of theoretical and career-focused optional core modules to individually tailor your programme.

In the context of promoting inter-disciplinary thinking and working the BA (Hons) Games Design and Art shares some common Core and some optional core modules with BA (Hons) Graphic Arts, BA (Hons) Fine Art and BA (Hons) Fashion & Textile Design programmes.

In part 1 you will work in a creative games design and art environment but also one in which students from other programmes will be studying. You will work on games design and art projects and be taught by staff specific to your programme. The work which you produce will be manifested through games design and art media and you will experience workshops specific to your programme. Part one will give you the opportunity to engage with games practice, games production, and extant issues in games design and art.

In part two you will study games design and art by way of games design and games development. Your studies will be guided by the team of staff which you work with in the games studio. Optional modules offered by various relevant subject specialists will be available to you. However, due to limiting factors such as the size of some optional modules, where a module is over-subscribed, and although every effort will be made to accommodate the wishes of all students, preference will be given to those students that have selected the specialist subject which is most strongly associated with their games design and art interests and skills.

The nature of the programme you follow will not only be determined by your engagement with the discipline of games design and art but also the theoretical and career-orientated optional core module which you select. The theoretical and career-orientated optional core modules are designed to provide you with a choice of learning experiences, reflective practices, and study skills which will enable you to focus and direct your ideas and career toward further study, employment or self-employment in the professional games design and art industries. At the end of part one you will be offered guidance as to your decisions regarding your study of games design and art and the theoretical and career-orientated optional core.

Parts

A part is equivalent to a year of study within your programme. In each part of the programme, you will receive positive advice and counselling to help you to make informed decisions about your study choices. In particular, when deciding whether to concentrate on a specialist subject such as games development or study games art or games design more generically at parts two and three, dedicated tutors will be available to review your progress with you and to advise you in your decisions.

Modules

Part 1

Throughout the programme a key focus will be thinking through and applying what you are learning to ideas and practices in the games studio or an alternative art and design setting. At part one through Games Design Practice you will be equipped with the central software tools (e.g., Photoshop) and skills for working in the games studio. Research & Communication Skills will focus on introducing you to a range of study and written communication skills appropriate to games design and art, e.g. library research skills and e-communications. Games Design Production allows you to gain additional insight into processes within games development and encourages you to understand the various games disciplines and roles within games development studios of various sizes and complexity. Contemporary Issues in Games, Art and Design will develop your theoretical, conceptual, and study skills from both intellectual and practitioner's perspectives, and provide you with an introduction to the nature and context of contemporary games design and art.

Part 2

Games Design and Games Development 1 allow you to become increasingly familiar with games documentation, research, asset building skills, and the practical knowledge required to develop a game. At this level you will select a theoretical or career-focussed module that complements your programme from a list of options. The student Exchange module will allow you to study in a different country but to develop equivalent skills to those students taking Games Production 1. All students will review and reflect on their work at the end of Part two in the Reflective Journal 2 module. This will equip you with the self-analysis necessary to develop your independent working in Part 3.

Part 3

The modules in Part 3 enable you to develop your games design and art ideas and skills to a higher theoretical and professional level through working competently as an independent learner and practitioner. The Reflective Journal 3 encourages you to detail your efforts in Games Development 2 and to reflect on your chosen optional module and other studies through the programme. The Final Major Project allows you to develop games design and art work for exposure to an audience, for example, through an exhibition of a designed game.

Information about pre and co-requisites is included in individual module profiles.

Summary structure of the programme

See Appendix 2

Assessment mapping

See Appendix 1

Additional costs

Students are responsible for meeting the cost of essential textbooks, and of producing such essays, assignments, laboratory reports and dissertations as are required to fulfil the academic requirements for each programme of study. Costs that students registered for this programme typically also have to pay for are included in **Appendix 3**.

Progression requirements

The programme follows the University's regulations for **Progression, Determination and Classification of Results: Undergraduate and Integrated Masters Programmes** as set out in the University Calendar.

Intermediate exit points

You will be eligible for an interim exit award if you complete part of the programme but not all of it, as follows:

Qualification	Minimum overall credit in ECTS/CATS	Minimum ECTS/CATS required at level of award
Diploma of Higher Education	at least 120/240	45/90
Certificate of Higher Education	at least 60/120	45/90
Bachelor's degrees [eg: BA (Hons), BSc (Hons), BEng (Hons)] (<i>for integrated masters' programmes</i>)	at least 180/360	45/90

Support for student learning

There are facilities and services to support your learning some of which are accessible to students across the University and some of which will be geared more particularly to students in your particular Faculty or discipline area.

The University provides:

- library resources, including e-books, on-line journals and databases, which are comprehensive and up-to-date; together with assistance from Library staff to enable you to make the best use of these resources
- high speed access to online electronic learning resources on the Internet from dedicated PC Workstations onsite and from your own devices; laptops, smartphones and tablet PCs via the Eduroam wireless network. There is a wide range of application software available from the Student Public Workstations.
- computer accounts which will connect you to a number of learning technologies for example, the Blackboard virtual learning environment (which facilitates online learning and access to specific learning resources)
- standard ICT tools such as Email, secure filestore and calendars.
- access to key information through the MySouthampton Student Mobile Portal which delivers timetables, Module information, Locations, Tutor details, Library account, bus timetables etc. while you are on the move.
- IT support through a comprehensive website, telephone and online ticketed support and a dedicated helpdesk in the Hartley Library.
- Enabling Services offering support services and resources via a triage model to access crisis management, mental health support and counselling.
- assessment and support (including specialist IT support) facilities if you have a disability, long term health problem or Specific Learning Difficulty (e.g. dyslexia)
- the Student Services Centre (SSC) to assist you with a range of general enquiries including financial matters, accommodation, exams, graduation, student visas, ID cards
- Career Destinations, advising on job search, applications, interviews, paid work, volunteering and internship opportunities and getting the most out of your extra-curricular activities alongside your degree programme when writing your CV
- Other support that includes health services (GPs), chaplaincy (for all faiths) and 'out of hours' support for students in Halls (18.00-08.00).
- A Centre for Language Study, providing assistance in the development of English language and study skills for non-native speakers.

The Union Southampton provides

- an academic student representation system, consisting of Course Representatives, Academic Presidents, Faculty Officers and the Vice-President Education; Union Southampton provides training and support for all these representatives, whose role is to represent students' views to the University.
- opportunities for extracurricular activities and volunteering
- an Advice Centre offering free and confidential advice including support if you need to make an academic appeal
- Support for student peer-to-peer groups, such as Nightline.

Associated with your programme you will be able to access:

- Programme documents via the SUSSED school intranet.
- Technical demonstrations
- Specialist workshop activity support
- Module and Project briefings
- WSA Library- supporting studies through specialist collections, research method inductions and other supporting facilities to include:
 - Library induction tours
 - Books and Exhibition Catalogues
 - Journals & Magazines
 - Slide Collection
 - Video and DVD Collection
 - Artists' Book Collection
 - Special Collections
 - Newspaper Cuttings
 - Reserve Collection
 - Fine Art Study Collection. The material is rare and unique so is for reference only.
- The WSA Gallery exhibits local, national and international visual art and craft exhibitions
- Computing and ICT facilities at WSA: computer suite with large scale specialist printers, IT facilities also available on the Highfield campus
- Personal Academic Tutors
- Student e-mail and access to tutorial staff
- Module Leaders

Methods for evaluating the quality of teaching and learning

You will have the opportunity to have your say on the quality of the programme in the following ways:

- Completing student evaluation surveys for each module of the programme
- Acting as a student representative on various committees, e.g. Staff: Student Liaison Committees, Faculty Programmes Committee OR providing comments to your student representative to feedback on your behalf.
- Serving as a student representative on Faculty Scrutiny Groups for programme validation
- Taking part in programme validation meetings by joining a panel of students to meet with the Faculty Scrutiny Group

The ways in which the quality of your programme is checked, both inside and outside the University, are:

- Regular module and programme reports which are monitored by the Faculty
- Programme validation, normally every five years.
- External examiners, who produce an annual report
- A national Research Assessment Exercise (our research activity contributes directly to the quality of your learning experience)
- Higher Education Review by the Quality Assurance Agency for Higher Education

Criteria for admission

The University's Admissions Policy applies equally to all programmes of study. The following are the typical entry criteria to be used for selecting candidates for admission. The University's approved equivalencies for the requirements listed below will also be acceptable. The entry criteria for our programmes are reviewed annually by the Faculty. Those stated below were correct as of August 2016. **Applicants should refer to their specific offer conditions on the**

Qualification	Grade/GPA	Subjects required	Subjects not accepted	EPQ Alternative offer	Contextual Alternative offer
GCE A level	BBB	An Art and Design related subject	General Studies	No	Yes

Mature applicants

Access to HE Course or other suitable qualification gained within the past 2 years.

Recognition of prior learning (RPL)

If you have professional experience, or credit through prior learning at another institution, you may be eligible to use this experience against some of the programme requirements for period of study. You will need to present evidence that you have met the learning outcomes of the programme. The University's Recognition of Prior Learning Policy can be accessed via the link below:

http://www.southampton.ac.uk/quality/assessment/prior_learning.page

English language proficiency (IELTS)

Overall	Listening	Reading	Writing	Speaking
6.0	5.5	5.5	5.5	5.5

For a full list of English language tests accepted can be viewed here:

<http://www.southampton.ac.uk/studentadmin/admissions/admissions-policies/language.page>

Career opportunities

The programme will allow your understanding of Design thinking and creative processes to be asset in 21st Century employment across many sectors.

However at the core the programme will provide you with the skills to enter the cutting edge areas of Games Design from working at major video game makers such as Codemasters in a leading role alongside the ability to setting up and run an Indie company distributing games via App Stores and services such as STEAM.

The idea of gamification is a new and is expanding into business practice across all sectors of work, this programme will enable you to apply game principles in new and innovate ways that support the ever changing environment we live in.

External Examiner(s) for the programme

Name Dr Mark Eyles **Institution.** University of Portsmouth

Students must not contact External Examiner(s) directly, and external examiners have been advised to refer any such communications back to the University. Students should raise any general queries about the assessment and examination process for the programme with their Course Representative, for consideration through Staff: Student Liaison Committee in the first instance, and Student representatives on Staff: Student Liaison Committees will have the opportunity to consider external examiners' reports as part of the University's quality assurance process.

External examiners do not have a direct role in determining results for individual students, and students wishing to discuss their own performance in assessment should contact their personal tutor in the first instance.

Please note: This specification provides a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if s/he takes full advantage of the learning opportunities that are provided. More detailed information can be found in the programme handbook (or other appropriate guide) or online at <http://www.southampton.ac.uk/wsa/index.page>

As a research-led University, we undertake a continuous review of our programmes to ensure quality enhancement and to manage our resources. As a result, this programme may be revised during a student's period of registration; however, any revision will be balanced against the requirement that the student should receive the educational service expected. Please read our [Disclaimer](#) to see why, when and how changes may be made to a student's programme.

Programmes and major changes to programmes are approved through the University's programme [validation process](#) which is described in the University's Quality handbook

Revision History

1. Submitted for Approval (Faculty New Programmes and Major Changes Approval Board) 26 February 2013
2. Approved by Faculty New Programmes and Major Changes Approval Board 22/5/13.
3. Sept 2014 Updated Admissions text. ARTD3036 Design Futures added [module name change Responsible Design]
4. Transferred to new template Dec 2015
4. Transferred to new template 24/02/2017

Appendix 1

5467 BA Games Design and Art Learning outcomes

Core = (Cr),

Module Code	Module Title	Knowledge and Understanding							Subject Specific Intellectual Skills								Transferable/ Key Skills							Subject Specific Practical Skills					
		A 1	A 2	A 3	A 4	A 5	A 6	A 7	B 1	B 2	B 3	B 4	B 5	B 6	B 7	B 8	C 1	C 2	C 3	C 4	C 5	C 6	C 7	D 1	D 2	D 3	D 4	D 5	D 6
ARTD1092	Games Practice (Cr)	X	X	X			X		X	X	X	X		X	X		X	X	X	X		X	X						
ARTD1076	Research & Communication Skills (Cr)	X	X	X	X	X	X		X		X						X	X		X	X		X						
ARTD1093	Games Design Production Cr)	X	X	X	X	X	X	X	X	X	X	X	X	X	X		X	X		X	X		X				X		
ARTD1091	Contemporary Issues in Games, Art & Design (Cr)	X	X	X	X		X			X	X		X		X		X			X			X						
ARTD2084	Games Design (Cr)	X	X	X	X	X		X	X	X	X	X	X	X	X		X	X		X	X	X							
ARTD2085	Games Development 1(Cr)	X	X	X	X		X	X	X	X	X	X	X	X	X	X	X	X		X	X	X							
ARTD2033	Student Exchange module (Cr)		X	X	X		X		X	X	X	X	X	X	X	X	X		X	X	X			X	X	X		X	X
ARTD2034	Reflective Journal 2 (Cr)	X	X	X	X		X		X	X		X	X	X	X			X		X	X	X	X						
ARTD3043	Games Development 2 (Cr)	X	X	X		X	X	X		X	X		X	X	X	X		X		X	X	X							
ARTD3028	Reflective Journal 3 (Cr)	X	X	X		X	X			X		X	X	X	X	X		X	X	X		X	X						
ARTD3044	Final Project, Games Des & Art (Cr)	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X		X	X	X	X	X							

Appendix 2

5467 BA Games Design and Art assessment mapping document

Core = (Cr),

Module Code	Module Title	Assessment 1
ARTD1092	Games Design Practice (Cr)	A portfolio of work, a working design and supporting material developed in response to the set project. The portfolio must include evidence of your workshop inductions and every item must be clearly labelled. 100%
ARTD1076	Research & Communication Skills (Cr)	A portfolio of tasks submitted online, twelve in total. The final task is a summary text that reviews your learning, research and ideas for further development. The submission is equivalent to 2500 words. 100%
ARTD1093	Games Design Production (Cr)	A portfolio of work and supporting material developed in response to the set project(s). The portfolio must include evidence of Industry standard documentation. The portfolio must include evidence of your workshop inductions and every item must be clearly labelled. 100%
ARTD1091	Contemporary Issues in Games Design and Art (Cr)	A maximum of a 2000 word illustrated essay on a particular contemporary issue in Games Design and Art. 100%
ARTD2084	Games Design (Cr)	Producing a Game Design Documentation containing a storyboard, ascertaining the level of fidelity, software use either own development or use of a proprietary tool (Game engine). This will be a holistic document with all the components clearly explained and described. 100%
ARTD2085	Games Development 1 (Cr)	A Vertical Slice suitable for professional presentation within the Game Industry and a well presented portfolio of work that demonstrates the development of your ideas. 100%
ARTD2033	Student Exchange module (Cr)	A portfolio of work that demonstrates your experimental process, the products of your testing and examples of work which creatively address the concerns of your project. 100%
ARTD2034	Reflective Journal 2 (Cr)	Reflective Journal (3000 words including the written critical summary of a minimum of 1000 words). For further information on assessment please refer to the Reflective Journal Handbook. 100%
ARTD3043	Games Development 2 (Cr)	A well-presented portfolio of work that demonstrates your experimental process, the products of your testing and examples of work which creatively address the concerns of your project. 100%
ARTD3028	Reflective Journal (Cr)	A 4000 word structured essay with 10 academic references as minimum Plus a folder of research and annotation of reference points and observations (not part of the marked criteria). 100%
ARTD3044	Final Project, Games Des. & Art (Cr)	A completed fully playable Game and a professionally presented portfolio of supportive creative work that demonstrates the development of your ideas and the implementation of these to industry standards. 100%

Appendix 3

5467 BA Games Design and Art programme structure

Part One

Semester One				Semester Two			
Module	Type	ECTS	CATS	Module	Type	ECTS	CATS
ARTD1092 Games Design Practice	Core	22.5	45	ARTD1093 Games Design Production	Core	22.5	45
ARTD1076 Research & Communication Skills	Core	7.5	15	ARTD1091 Contemporary Issues in Games, Art and Design	Core	7.5	15
Total Part 1 Credits 60 ECTS/120 CATS							

Part Two

Semester One				Semester Two			
Module	Type	ECTS	CATS	Module	Type	ECTS	CATS
ARTD2084 Games Design	Core	22.5	45	ARTD2085 Games Development 1 OR	Core	22.5	45
You must select and pass one from ARTD2035 Intro to Art of marketing & Branding ARTD2038 Intro to Visual Culture ARTD2043 Intro to Design Futures ARTD2044 Intro to Business for the Creative Industries ARTD2045 Intro to Writing for the Creative Industries	Optional Core	7.5	15	ARTD2033 Student Exchange Module	Core	22.5	45
				ARTD2034 Reflective Journal 2	Core	7.5	15
Total Part 2 Credits 60 ECTS/120 CATS							

Part Three

Semester One				Semester Two			
Module	Type	ECTS	CATS	Module	Type	ECTS	CATS
ARTD3043 Games Development 2	Core	22.5	45	ARTD3044 Final Major Project: Games Design and Art	Core	22.5	45
The same subject studied at Part 2 must be taken and passed ARTD3033 Art of Marketing & Branding ARTD3031 Visual Culture ARTD3036 Design Futures ARTD3053 Business for the Creative Industries ARTD3050 Writing to Publication	Optional Core	7.5	15	ARTD3028 Reflective Journal	Core	7.5	15
Total Part 3 Credits 60 ECTS/ 120 CATS							

Appendix 4

5467 BA Games Design and Art additional costs

Students are responsible for meeting the cost of essential textbooks, and of producing such essays, assignments, laboratory reports and dissertations as are required to fulfil the academic requirements for each programme of study. In addition to this, students registered for this programme typically also have to pay for the items listed in the table below.

In some cases you'll be able to choose modules (which may have different costs associated with that module) which will change the overall cost of a programme to you. Details of such costs will be listed in the Module Profile. Please also ensure you read the section on additional costs in the University's Fees, Charges and Expenses Regulations in the University Calendar available at www.calendar.soton.ac.uk.

Main Item	Sub-section	PROGRAMME SPECIFIC COSTS
Stationery		You will be expected to provide your own day-to-day stationary items, e.g. pens, pencils, notebooks, etc.).
Textbooks		Where a module specifies core texts and reading lists these should generally be available in the library. However due to demand, students may prefer to buy their own copies. These can be purchased from any source. Some modules suggest reading texts as optional background reading. The library may hold copies of such texts, or alternatively you may wish to purchase your own copies. Although not essential reading, you may benefit from the additional reading materials for the module.
Equipment and Materials	Art Equipment and Materials: Drawing paper; painting materials; sketchbooks, portfolio, etc	Some protective equipment as well as art/design material is supplied by the University. Students will work with various materials as suited to their individual projects. These materials will be sourced and purchased by the students themselves.
Printing and Photocopying Costs		In most cases, written coursework such as essays; projects; dissertations are submitted online and by hard copy. The costs of printing a hard copy for submission of such coursework will be the responsibility of the student. Practice based projects require printing and photocopying in order to present research, development and present outcomes. These costs vary from student to student and project to project. A list of the University printing costs can be found on the University Website. https://www.southampton.ac.uk/isolutions/students/printing
Industry Placements and Study Exchanges	Accommodation, Insurance, Travel costs etc.	Information on costs associated with Industry Placements and Study Exchanges can be found in the FTD Industry Placement Handbook as it is dependent upon the destination and other variables.
Optional Visits (e.g. museums, galleries)		Some modules may include optional visits to museums, galleries, etc. You will normally be expected to cover the cost of travel and admission, unless otherwise specified in the module profile.
Travel		The Union Southampton provide a mini free bus service which runs every 2 hours between the Winchester Campus and the Highfield Campus. Students are responsible for all other daily travel expenses.