GLASGOW CALEDONIAN UNIVERSITY

Programme Specification Pro-forma (PSP)

1.	GENERAL INFORMATION	
1.	**Programme Title:**	BSc (Hons) Games Development (Software) or (Design)
2.	**Final Award:**	BSc (Hons) Games Development (Design) BSc (Hons) Games Development (Design) (Sandwich) BSc (Hons) Games Development (Software) BSc (Hons) Games Development (Software) (Sandwich)
3.	**Exit Awards:**	Certificate of Higher Education in Games Development Diploma of Higher Education in Games Development (Design) BSc Games Development (Design) BSc Games Development (Design) (Sandwich) Certificate of Higher Education in Games Development Diploma of Higher Education in Games Development (Software) BSc Games Development (Software) BSc Games Development (Software)(Sandwich)
4.	**Awarding Body:**	Glasgow Caledonian University
5.	**Period of Approval:**	
6.	**School:**	School of Computing, Engineering and Built Environment
7.	**Host Department:**	Department of Applied Computer Games
8.	**UCAS Code:**	G750
9.	**PSB Involvement:**	ScreenSkills
10.	**Place of Delivery:**	City Campus
11.	**Subject Benchmark Statement:**	Computing
12.	**Dates of PSP Preparation/Revision:**	Feb 2024

2.	EDUCATIONAL AIMS OF THE PROGRAMME

Pathway 1 – Games Development (Software):
- To provide students with the necessary software engineering knowledge and skills to equip them for a career in the development and technical implementation of computer games;
- To provide students with a specific understanding of the concepts, processes, methods and tools, and their application, in the development and technical implementation of computer games;
- To enable students to develop a cultural understanding of computer games and the computer games industry;
- To develop a critical approach to the evaluation of computer games;
- To develop the ability to apply sound design principles and practical skills
- To enable students to acquire good skills in analysis, synthesis and communication;

- To enable students to take responsibility for their own learning as they progress through the programme;
- To assist the student in developing the skills required in adapting to changing technological and organisational developments and learning new skills;
- To provide articulation opportunities to access the programme for students with appropriate prior accredited learning experiences
- To provide education and training which is accredited by the ScreenSkills
- To provide opportunity to further develop practical, personal and professional course skills in a work-based environment

Expected Levels of Attainment
- On successful completion of level 1 of study a student should have a basic knowledge and understanding of the application of technical development and design skills applicable to a wide range of computing based systems needs including the development of Computer Games.
- On successful completion of level 2 of study a student should have a sound knowledge and competent application of technical development and game play design skills across a range of game genres and implementation platforms.
- On successful completion of level 3 of study a student should be able to develop, implement and support computer games across a wide variety of game genres in response to the specification of a perceived industry need, in accordance with fundamental principles and methods, using appropriate.
- On successful completion of level H of study a student should, in addition, be able to critically evaluate alternative game solution approaches and genres and be able to use advanced development and implementation techniques in the construction of a solution.

Pathway 2 Games Development (Design):
- To provide students with the necessary design and development knowledge and skills to equip them for a career in the design and development of computer games;
- To provide students with a specific understanding of the concepts, processes, methods and tools, and their application, in the design and development of computer games;
- To enable students to develop a cultural understanding of computer games and the computer games industry;
- To develop a critical approach to the evaluation of computer games;
- To develop the ability to apply sound design principles and practical skills
- To enable students to acquire good skills in analysis, synthesis and communication;
- To enable students to take responsibility for their own learning as they progress through the programme;
- To assist the student in developing the skills required in adapting to changing technological and organisational developments and learning new skills;
- To provide articulation opportunities to access the programme for students with appropriate prior accredited learning experiences
- To provide education and training which is accredited by the ScreenSkills.
- To provide opportunity to further develop practical, personal and professional course skills in a work-based environment;

Expected Levels of Attainment

- On successful completion of level 1 of study a student should have a basic knowledge and understanding of the application of technical development and design skills applicable to a wide range of computing based systems needs including the development of Computer Games.
- On successful completion of level 2 of study a student should have a sound knowledge and competent application of computer game design and development skills applicable across a range of game genres.
- On successful completion of level 3 of study a student should be able to design and develop computer games across a wide variety of game genres in response to the specification of a perceived industry need, in accordance with fundamental principles and methods, using appropriate techniques and tools.
- On successful completion of level H of study a student should, in addition, be able to critically evaluate alternative game solution approaches and genres and be able to use advanced design techniques in the construction of a solution.

4. PROGRAMME STRUCTURES AND REQUIREMENTS, LEVELS, MODULES, CREDITS AND AWARDS

SCQF Level 7		
Module Code	**Module Title**	**Credit**
M1I626038	Introduction to Games Programming	20
M1I625665	Introduction to Game Design	20
M1I625703	Mathematics for Computer Games	20
M1I325623	Fundamentals of Computer Systems (10 credits)	10
M1I325668	Integrated Project 1	20
M1W225628	Introduction to 3D Modelling	20
M1I325624	Fundamentals of Network and Cloud Computing (10 credits)	10
Exit Award – Certificate of Higher Education in Games Development		**120**
SCQF Level 8 (Software) Pathway or shared modules		
Module Code	**Module Title**	**Credit**
M2I627241	Design of Playful Experiences (Shared)	20
M2I326738	Programming Structure and Design (Software)	20
M2I622940	Working With Game Engines (Shared)	20
M2I325669	Integrated Project 2 (Shared)	20
M2I625666	Human Computer Interaction (Shared)	20
M2I630322	Unreal Game Development (Software)	20
Exit Award – Diploma of Higher Education in Games Development (Software)		**240**
SCQF Level 9 (Software) Pathway or shared modules		
Module Code	**Module Title**	**Credit**
M3I625712	Game Preproduction Workshop (Shared)	20
M3I626739	Games Programming 1 (Software)	20
M3I622941	Game Artificial Intelligence (Software)	20
M3W225670	Integrated Project 3 (Shared)	20
M3I326557	Research Skills and Professional Issues (Shared)	20

M3I626039	Games Programming 2 (Software)	20
Exit Award – Bachelor of Science in Games Development (Software)		**360**

SCQF Level 10	**(Software)** Pathway or shared modules	
Module Code	**Module Title**	**Credit**
MHW225671	Honours Project (Shared)	40
MHI626740	Graphics Programming (Software)	20
MHI625661	Network Game Programming (Software)	20
MHG525636	Portfolio (Shared)	20
MHI625659	Games Programming 3 (Software)	20
Exit Award – Bachelor of Science with Honours in Games Development (Software)		**480**

SCQF Level 8	**(Design)** Pathway or shared modules	
Module Code	**Module Title**	**Credit**
M2I627241	Design of Playful Experiences (Shared)	20
M2I622940	Working With Game Engines (Shared)	20
M2I625647	Games Narrative (Design)	20
M2I325669	Integrated Project 2 (Shared)	20
M2I625666	Human Computer Interaction (Shared)	20
M3I625714	Game Content and Level Design (Design)	20
Exit Award – Diploma of Higher Education in Games Development (Design)		**240**

SCQF Level 9	**(Design)** Pathway or shared modules	
Module Code	**Module Title**	**Credit**
M3I625712	Game Preproduction Workshop (Shared)	20
M3I625715	User Psychology (Design)	20
M3I626899	Serious Games Design (Design)	20
M3W225670	Integrated Project 3 (Shared)	20
M3I326557	Research Skills and Professional Issues (Shared)	20
M3I625663	Game User Research (Design)	20
Exit Award – Bachelor of Science in Games Development (Design)		**360**

SCQF Level 10	**(Design)** Pathway or shared modules	
Module Code	**Module Title**	**Credit**
MHW225671	Honours Project (Shared)	40
MHI625652	Games System Design (Design)	20
MHI626982	Experimental Games (Design)	20
MHG525636	Portfolio (Shared)	20
MHW225718	Creative Practice (Design)	20
Exit Award – Bachelor of Science with Honours in Games Development (Design)		**480**
Industrial Placement Year (Optional) Exit Award.		

Students opting to undertake placement do so in the academic session after level 3 studies. Assessment is via the additional 60 SCQF level 3 credit module, M3I323077 Industrial Placement (CCIS). Successful completion of that module gives (Sandwich) in the final exit award obtained by the student.

8. ASSESSMENT REGULATIONS

Students should expect to complete their programme of study under the Regulations that were in place at the commencement of their studies on that programme, unless proposed changes to University Regulations are advantageous to students.

The Glasgow Caledonian University Assessment Regulations which apply to this programme, dependent on year of entry can be found at:
GCU Assessment Regulations