

Programme Specification Pro-forma (PSP)

1.	GENERAL INFORMATION	113DANVI with pathways
1.	Programme Title:	Bachelor of Science in 3D Animation & Visualisation for Games Bachelor of Science in 3D Animation & Visualisation for VFX
2.	Final Award:	Bachelor of Science in 3D Animation & Visualisation for Games with Honours Bachelor of Science in 3D Animation & Visualisation for VFX with Honours
3.	Exit Awards:	Bachelor of Science in 3D Animation & Visualisation for Games Bachelor of Science in 3D Animation & Visualisation for VFX Diploma of Higher Education in 3D Animation & Visualisation Certificate of Higher Education in 3D Animation & Visualisation
4.	Awarding Body:	Glasgow Caledonian University
5.	Period of Approval:	March 2021 to March 2026
6.	School:	School of Computing, Engineering & Built Environment
7.	Host Department:	Applied Computer Games
8.	UCAS Code:	
9.	PSB Involvement:	Screenskills
10.	Place of Delivery:	Glasgow City Campus
11.	Subject Benchmark Statement:	QAA Subject Benchmark Statement: Creative Technology
12.	Dates of PSP Preparation/Revision:	December 2022

2. EDUCATIONAL AIMS OF THE PROGRAMME

- To provide students with the necessary artistic knowledge and skills to equip them for a career in the development of 2D/3D assets for computer games;
- To provide students with a specific understanding of the concepts, processes, methods and tools, and their application, in the production of 2D/3D art assets for 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 opportunity to further develop practical, personal and professional course skills in a work-based environment

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

SCQF Level 7

Module Code	Module Title	Credit
M1I325668	Integrated Project 1	20
M1W225628	Introduction to 3D Modelling	20
M1W625725	Introduction to Animation	20
M1I625627	Introduction to Games Concept Art	20
M1I625665	Introduction to Games Design	20
M1I626038	Introduction to Games Programming	20
	<i>Exit Award – Certificate of Higher Education in 3D Animation & Visualisation</i>	120

SCQF Level 8

Module Code	Module Title	Credit
M2W226031	3D Modelling and Digital Sculpting	20
M2W225651	Applied Texturing and Shading	20
M2I627241	Design of Playful Experiences	20
M2I625666	Human Computer Interaction	20
M2I325669	Integrated Project 2	20
M2W222970	Introduction to 3D Animation	20
	<i>Exit Award – Diploma of Higher Education in 3D Animation & Visualisation</i>	240

FOR GAMES

SCQF Level 9

Module Code	Module Title	Credit
M3W225660	Advanced Character Animation	20
M3I625714	Game Content and Level Design	20
M3I625712	Game Pre-production Workshop	20
M3W225670	Integrated Project 3	20
M3W225653	Lighting and Rendering	20
M3I326557	Research Skills and Professional Issues	20
	<i>Exit Award – Bachelor of Science in 3D Animation & Visualisation for Games</i>	360

SCQF Level 10

Module Code	Module Title	Credit
MHW222992	Advanced 3D Visualisation and Animation	20
MHW225718	Creative Practice	20
MHW225671	Honours Project	40
MHW225719	Industrial Practice	20
MHG525636	Portfolio	20
	<i>Exit Award – Bachelor of Science in 3D Animation & Visualisation for Games with Honours</i>	480

FOR VFX

SCQF Level 9

Module Code	Module Title	Credit
M3W224392	3D Production for Industry	20
M3W225660	Advanced Character Animation	20
M3W225670	Integrated Project 3	20
M3W225653	Lighting and Rendering	20
M3W226454	Motion Graphics	20
M3I326557	Research Skills and Professional Issues	20
	<i>Exit Award – Bachelor of Science in 3D Animation & Visualisation for VFX</i>	360

SCQF Level 10

Module Code	Module Title	Credit
MHW222992	Advanced 3D Visualisation and Animation	20
MHW225718	Creative Practice	20
MHW225671	Honours Project	40
MHW225719	Industrial Practice	20
MHG525636	Portfolio	20
	<i>Exit Award – Bachelor of Science in 3D Animation & Visualisation for VFX with Honours</i>	480

8. ASSESSMENT REGULATIONS

The calculation for the award and final classification of the Honours Degree is on the basis of the best 180 SCQF level 9 and SCQF level 10 credits, of which a minimum of 90 must be at SCQF Level 10. The Dissertation/Project in year 4 (SCQF Level 10) must be included in this set.

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.