



**School of Engineering and Built Environment**

**PROGRAMME SPECIFICATION**

**for**

**BSc (Hons) Computer Games (Software Development)**

**2018/2019**

**GLASGOW CALEDONIAN UNIVERSITY**  
**Programme Specification Pro-forma (PSP)**

## 1. GENERAL INFORMATION

1. Programme Title:	BSc (Hons) Computer Games (Software Development)
2. Final Award:	BSc (Hons) Computer Games (Software Development), BSc (Hons) Computer Games (Software Development) (Sandwich)
3. Exit Awards:	Certificate of Higher Education in Computer Games (Software Development) Diploma of Higher Education in Computer Games (Software Development) BSc Computer Games (Software Development), BSc Computer Games (Software Development) (Sandwich)
4. Awarding Body:	Glasgow Caledonian University
5. Approval Date:	May 2014
6. School:	School of Engineering and Built Environment
7. Host Division/Dept:	Computer, Communications & Interactive Systems
8. UCAS Code:	9951
9. PSB Involvement:	British Computer Society/Creative Skillset
10. Place of Delivery:	Glasgow Campus
11. Subject Benchmark Statement:	Computing
12. Dates of PSP preparation/revision:	May 2014

## 2. EDUCATIONAL AIMS OF THE PROGRAMME

- 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 British Computer Society and the AVI Skillset Sector Skills Council (Technical Pathway)
- 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 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 development and implementation techniques in the construction of a solution.

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

##### SHE1 Level

Module Code	Module Title	Credit
M11623007	Mathematics for Computer Games	20
M11622928	Introduction to Games Design	20
M11622938	Introduction to Games Programming	20
M11324451	Fundamentals of Computing	20
M1W222963	Fundamentals of 3D Modelling	20
M11322997	Integrated Project 1	20
<b>Exit Award – Certificate of Higher Education in Computer Games (Software Development)</b>		<b>120</b>

##### SHE2 Level

Module Code	Module Title	Credit
M21622939	Games Programming 1	20
M21622930	Games Design 1	20
M21623008	3D Maths for Simulation and Visualisation	20
M21622940	Working with Game Engines	20
M21625288	Human Computer Interaction	20
M21322998	Integrated Project 2	20
<b>Exit Award – Diploma of Higher Education in Computer Games (Software Development)</b>		<b>240</b>

##### SHE3 Level

Module Code	Module Title	Credit
M31622943	Games Programming 2	20
M31622941	Game Artificial Intelligence	20
M31622991	Game Preproduction Workshop	20
M31622944	Graphics Programming	20
M31323074	Research Skills and Professional Issues	20
M3W224781	Integrated Project 3	20
<b>Exit Award – BSc Computer Games (Software Development)</b>		<b>360</b>

##### SHEH Level

Module Code	Module Title	Credit
MHI622946	Games Programming 3	20
MHI622947	Mobile Game Development 1	20
MHI322959	Mobile Platform Development	20
MHW222996	Honours Project (CCIS)	40
MHI625277	Artificial Intelligence	20
<b>Exit Award – BSc (Hons) Computer Games (Software Development)</b>		<b>480</b>

##### **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 SCOTCAT 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**

[The Glasgow Caledonian University Assessment Regulations 13-14](#) apply to this programme