

School of Engineering and Built Environment

PROGRAMME SPECIFICATION

for

BSc (Hons) Computer Games (Design) Programme

Session 2016-17

GLASGOW CALEDONIAN UNIVERSITY

Programme Specification Pro-forma (PSP)

1. GENERAL INFORMATION

1. Programme Title:	BSc (Hons) Computer Games (Design)
2. Final Award:	BSc (Hons) Computer Games (Design), BSc (Hons) Computer Games (Design) (Sandwich)
3. Exit Awards:	Certificate of HE in Computing Diploma of HE in Computer Games (Design) BSc Computer Games (Design), BSc Computer Games (Design) (Sandwich)
4. Awarding Body:	Glasgow Caledonian University
5. Approval Date:	May 2007
6. School:	School of Engineering and Built Environment
7. Host Division/Dept:	Computer, Communications and Interactive Systems
8. UCAS Code:	5050
9. PSB Involvement:	British Computer Society
10. Place of Delivery:	City Campus
11. Subject Benchmark Statement:	Computing
12. Dates of PSP preparation/revision:	

2. EDUCATIONAL AIMS OF THE PROGRAMME

This programme covers Player Centred Design Principles where the player is the focus of the Game Design Process. This approach covers practices taken from Human Computer Interaction(HCI) where students learn various tools and techniques which are applied to all stages of the player centered design lifecycle, such as conceptualisation and evaluation. Students apply this theory by iterating and evaluating physical and digital prototypes around Human behaviour. Students also study Game Narrative, Serious Games Design and Player Psychology.

- 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 British Computer Society and the AVI Skillset Sector Council (Design 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 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			
SHE1 Level			
	Module Code	Module Title	Credit
	M1I623007	Mathematics for Computer Games	20
	M1I622928	Introduction to Games Design	20
	M1I622938	Introduction to Games Programming	20
	M1I323146	Fundamentals of Computing	20
	M1W222963	Fundamentals of 3D Graphics	20
	M1I322997	Integrated Project 1	20
	Exit Award – University Certificate in Computer Games (Design)		120
SHE2 Level			
	Module Code	Module Title	Credit
	M2I622939	Game Programming 1	20
	M2I622930	Game Design 1	20
	M2W222966 or M1W222962	3D Modelling and Digital Sculpting or Drawing for Design	20
	M3I623683	Game Content Design	20
	M2I622931	Human Computer Interaction	20
	M2I322998	Integrated Project 2	20
	Exit Award – University Diploma in Computer Games (Design)		240
SHE3 Level			
	Module Code	Module Title	Credit
	M3I622934	User Psychology	20
	MHI624322	Serious Games Design	20
	M3I622991	Game Preproduction Workshop	20
	M3I622933	Usability Research	20
	M3I323074	Research Skills and Professional Issues	20
	M3W222995	Integrated Project 3	20
	Exit Award – BSc Computer Games (Design)		360
SHEH Level			
	Module Code	Module Title	Credit
	MHG405297	Honours Research and Project Methods	10
	MHG705459	Professional Issues	10
	MHG420037	Communication & Teaching in Computing	10
	MHG605290	Game Design 3	20
	M3I322923 M3I322913	Web Design Technologies (IT Project Management 1 (CCIS))	20
	MHG405293 (40)/ MHG421879 (40)	Honours Project MHG405293 (40)/ Honours Project (Development) MHG421879 (40)	40
	MHG605299	Serious Games Design	20
	Exit Award – BSc (Hons) Computer Games (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 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.
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8. ASSESSMENT REGULATIONS

The Glasgow Caledonian University Assessment Regulations 16-17

<http://www.gcu.ac.uk/gaq/regulationsandpolicies/assessmentregulationsandassociatedpolicies/>

