



School of Engineering and Built Environment

PROGRAMME SPECIFICATION

for

BSc/BSc (Hons) Computer Games (Art & Animation)

2015/2016

GLASGOW CALEDONIAN UNIVERSITY

Programme Specification Pro-forma (PSP)

1. GENERAL INFORMATION

1. Programme Title:	BSc(Hons) Computer Games (Art & Animation)
2. Final Award:	BSc (Hons) Computer Games (Art & Animation), BSc (Hons) Computer Games (Art & Animation) (Sandwich)
3. Exit Awards:	University Certificate in Game Art & Animation University Diploma in Computer Games (Art & Animation) BSc Computer Games (Art & Animation), BSc Computer Games (Art & Animation) (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:	
9. PSB Involvement:	Creative Skillset
10. Place of Delivery:	Glasgow Campus
11. Subject Benchmark Statement:	Computing
12. Dates of PSP preparation/revision:	April 2014

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 education and training which is accredited by AVI Skillset Sector Skills Council (Art 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 production of 2D and 3D art assets for computer games. The student should also understand the various Industry roles and practices used in the development of computer games.

On successful completion of level 2 of study a student should have a sound knowledge and competent skills in developing full 3D art assets including the ability to animate these assets.

On successful completion of level 3 of study a student should be able to produce art assets 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 solutions and be able to use advanced techniques in the production of assets.

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

SHE1 Level

Module Code	Module Title	Credit
M1W222962	Drawing for Design	20
M1I622928	Introduction to Games Design	20
M1W622961	Digital Photography	20
M1W622964	Introduction to Animation	20
M1W222963	Fundamentals of 3D Modelling	20
M1I322997	Integrated Project 1	20
Exit Award – Certificate of Higher Education in Games(3D Art & Animation)		120

SHE2 Level

Module Code	Module Title	Credit
M1I622938	Introduction to Games Programming	20
M2I622930	Games Design 1	20
M2W222966	3D Modelling and Digital Sculpting	20
M2W222970	Introduction to 3D Animation	20
M2I622931	Human Computer Interaction	20
M2I322998	Integrated Project 2	20
Exit Award – Diploma of Higher Education in Computer Games(3D Art & Animation)		240

SHE3 Level

Module Code	Module Title	Credit
M3I622934	User Psychology	20
M3W222993	Advanced Character Animation	20
M3I622991	Games Preproduction Workshop	20
M3W222971	3D Production for Industry	20
M3I323074	Research Skills and Professional Issues	20
M3W222995	Integrated Project 3	20
Exit Award – BSc Computer Games (3D Art & Animation)		360

SHEH Level

Module Code	Module Title	Credit
MHW222992	Advanced 3D Visualisation and Animation	20
MHW222974	Creative Practice	20
MHG513193	Portfolio	20
MHW222976	Industrial Project	20
MHW222996	Honours Project	40
Exit Award – BSc(Hons) Computer Games (3D Art & Animation)		480

8. ASSESSMENT REGULATIONS

<http://www.gcu.ac.uk/media/gcalwebv2/theuniversity/gaq/gaqfiles/assessmentregulations/University%20Assessment%20Regulations%202015-16%20Undergraduate.pdf> apply to this programme