



LEEDS
BECKETT
UNIVERSITY

Course Specification

BA (Hons) Games Art

Course Code: BGART

2021/22

leedsbeckett.ac.uk

Award & Title

BA (Hons) Games Art (BGART)

Applicant Facing Course Specification for Undergraduate Entrants

Confirmed at AUG/2021

General Information

Award

Bachelor of Arts (with Honours) Games Art

Bachelor of Arts Games Art

Diploma of Higher Education Games Art

Certificate of Higher Education Games Art

Awarding Body

Leeds Beckett University

Level of Qualification & Credits

Level 6 of the Framework for Higher Education

Qualifications, with 120 credit points at each of Levels 4, 5 and 6 of the UK Credit Framework for Higher Education (360 credits in total).

Course Lengths & Standard

Timescales

Start dates will be notified to students via their offer letter. The length of the course is confirmed below, and modes of delivery will be confirmed prior to the start date in line with Government guidance:

- 3 years (full time)
- 4 years (full time with optional 48 week placement)

Part Time Study

PT students will be supported by the course team to determine an appropriate selection of modules from the level for each year of study. PT delivery is usually at half the intensity of the FT equivalent course, although there may be flexibility to increase your pace of study to shorten the overall course duration. Some modules may be delivered in a different sequence to that defined within this information set but the modules offered within each level are consistent.

Please note that the work placement option is not generally available to PT students.

Location(s) of Delivery

City Campus, Leeds

Entry Requirements

Admissions criteria are confirmed in your offer letter. Details of how the University recognises prior learning and supports credit transfer are located here: www.leedsbeckett.ac.uk/studenthub/recognition-of-prior-learning.

Admissions enquiries may be directed to: AdmissionsEnquiries@leedsbeckett.ac.uk.

Course Fees

Course fees and any additional course costs are confirmed in your offer letter. Fees enquiries may be directed to Fees@leedsbeckett.ac.uk.

Timetable Information

Timetables will be made available to students during induction week via:

- i) The Student Outlook Calendar
- ii) The Student Portal (MyBeckett)
- iii) The Leeds Beckett app

Any difficulties relating to timetabled sessions may be discussed with your Course Administrator.

Policies, Standards and Regulations (www.leedsbeckett.ac.uk/academicregulations)

There are no additional or non-standard regulations which relate to your course

Key Contacts

Your Course Director

Che John

Your Academic Advisor

Lee Stocks

Your Course Administrator

A Course Administrator will be allocated to you at induction

Sandwich or Other 'In Year' Work Placement Information

Summary

The placements database is available to students.

<https://leedsbeckett-search.clients.uk/funnelback.com/s/redirect?collection=leedsbeckett-meta&url=https%3A%2F%2Fwww.leedsbeckett.ac.uk%2Fstudenthub%2Fplacement-information%2F&auth=F81Esd3flaMYC4527vK2kg&profile=default&rank=1&query=placements>

This database contains details of placements and other employment/volunteering opportunities. This option is subject to the availability of suitable placements.

Length

Students have the option to complete a 48-week placement on completion of Level 5.

Location

Students are responsible for identifying suitable placement opportunities.

Course Overview

Aims

Games and interactive media are at the forefront of the creative entertainment sectors, with digital games converging with more traditional forms of consumer media. As a course, we aim to produce creatives who can drive this medium forward, with creative thinking and artistic authorship at its centre. Students' aspirations and areas of curiosity will form the basis by which they will iterate and evolve to produce work with unique and individual qualities.

As part of this process, students will be encouraged to share best practice and information/interests within peer groups to help their work to critically progress and develop. They will also be encouraged to explore outside of their subject specific areas, and use non-games, media and artefacts as disruption tools to encourage novel and unique identities in practice.

In line with the Education Strategy 2016-2021, the course will support students to become innovative, independent learners and critical thinkers. They will be encouraged to reflect upon their learning experience and engage in all aspects of University life.

At Level 4, students will be orientated and integrated into their new learning environment. They will develop a sound understanding of the key concepts and the knowledge/skills required for successful completion of the course.

At Level 5 the emphasis will be consolidation and deeper contextualisation as they become more immersed in their specialisms.

At Level 6, students will be required to demonstrate a significant level of independence as they become increasingly knowledgeable and reflective. At the end of their studies, students will be able to demonstrate the application of their knowledge and skills within real-world contexts.

Course Learning Outcomes

At the end of the course, students will be able to:

- 1 Develop an industry standard art-based portfolio, for the games industry and digital sectors
- 2 Have a comprehensive understanding of the appropriate digital technique and technologies needed to create 2D and 3D art works, within the area of games art.
- 3 Have the ability to analyse and interact with the creative community, to enhance and reflect upon their own working practices and methodologies.
- 4 Have the ability to critically evaluate and engage with abstract and novel concepts to produce a body of creative work.

Teaching and Learning Activities

Summary

Within its learning and assessment strategies, the course adopts a 20 credit & two 40 credit study model at L4, increasing to an 80-credit module & two 20 credit modules & level 5 & 6. The approach with foster & encourages independent, deeper subject enquiry as well as creative and critical thinking within its cohort. A student-centred experience is fundamental to the design of the course and its delivery across all study years, as well as an agile approach in responding to industry and employability needs & requirements.

The large modules are facilitated by an organic and holistic approach to learning. This provides students with a creative learning environment that tolerates mistake making. The flux of discovery and synthesis embedded within design practice & creative development invariably leads to peaks and troughs that rarely conform to the shorter blocks of assessment normally associated with conventionally sized modules units.

The Course employs a wide range of learning opportunities and teaching methods, informed by curriculum review, pedagogic research and continuous staff development. Course Review, Enhancement Meetings and Student Rep sessions are annually scheduled as part of our planning processes where the performance of modules, teaching methods are evaluated, addressed and actioned by the course team.

Aligning to the University's Strategic Plan (2016-2021) and KPI's, the course will prioritise the key areas of improving and widening participation, research & enterprise and commitment to employability within the region. Within the context of the School (Leeds School of Arts) the course is reflective of the current School's Strategic Plan of expanding its creative technologies portfolio.

The course is structured to introduce the fundamentals of key skills requirements in the development and production of Game Art, aligned vertically and horizontally across all levels, with students provided with a focused and essential programme of study. Each double module presented at L4 & L5 will contain a portfolio element, where students will be able to demonstrate a collective set of digital artefacts representative of teaching, course & staff supported guided study, as well as directed independent learning objectives.

Theory, practice and associated study materials are delivered via lectures, tutorials, seminars and practical lab sessions. During Levels 4 & 5, students develop the study skills required to critically reflect upon their learning and responding to practice-based assignment tasks contributing to their portfolio development. Additionally, Cultural Studies at L5 will provide opportunities for students to reflect on historical art & cultural visual language methodologies to analyse and inform design strategies as well as foster a global outlook.

STEAM (Science, Technology, Engineering the Arts and Mathematics) and related practices, provides the model for application of creative technologies within the context of a cross-disciplinary learning environment. Adding value to how related subjects can promote creative problem-solving, is at the centre of the course and embedded within modules such as Game Technologies at L5 and L6 Industry Portfolio. Production and optimisation of asset pipelines require a fundamental understanding of middleware game engines and computer visualisation technologies.

Evaluation, critique and reflection is central to all learning and teaching activities. In addition, learning and teaching activities are supplemented by guest lectures delivered by relevant creative industrial practitioners and educators.

Your Modules

This information is correct for students progressing through the programme within standard timescales. Part time students will be supported by the course team to determine an appropriate selection of modules from the level for each year of study. Students who are required to undertake repeat study may be taught alternate modules which meet the overall course learning outcomes. Details of module delivery will be provided in your timetable.

Level 4

Semester 1	Core (Y/N)	Semester 2	Core (Y/N)
Game Art Fundamentals (40 credits)	Y	Game Art Fundamentals (40 credits)	Y
Game Design Theory (40 credits)	Y	Game Design Theory (40 credits)	Y
Introduction to Environment Design (20 credits)	Y	Introduction to Character Design (20 credits)	Y

Level 5

Semester 1	Core (Y/N)	Semester 2	Core (Y/N)
Portfolio (80 credits)	Y	Portfolio (80 credits)	Y
Cultural Studies (20 credits)	Y	Game Technologies (20 credits)	Y

Level 6

Semester 1	Core (Y/N)	Semester 2	Core (Y/N)
Personal Project (80 credits)	Y	Personal Project (80 credits)	Y
Dissertation (20 credits)	Y	Industry Project (20 credits)	Y

The option modules listed are indicative of a typical year. There may be some variance in the availability of option modules.

Assessment Balance and Scheduled Learning and Teaching Activities by Level

The assessment balance and overall workload associated with this course are calculated from core modules and typical option module choices undertaken by students on the course. They have been reviewed and confirmed as representative by the Course Director but applicants should note that the specific option choices students make may influence both assessment and workload balance.

A standard module equates to 200 notional learning hours, which may be comprised of teaching, learning and assessment, any embedded placement activities and independent study. Modules may have more than one component of assessment.

Assessment

Level 4 is assessed by coursework predominately with some practical assessments

Level 5 is assessed by coursework predominately with some practical assessments

Level 6 is assessed by coursework predominately with some practical assessments

Sandwich placement years spent out of the University are not included in the calculation unless they are credit bearing and attributed to a level of the course. Modules may have more than 1 component of assessment.

Workload

Overall Workload	Level 4	Level 5	Level 6
Teaching, Learning and Assessment	300 hours	212 hours	212 hours
Independent Study	900 hours	988 hours	988 hours
Placement	-	-	-

Learning Support

If you have a question or a problem relating to your course, your Course Administrator is there to help you. Course Administrators work closely with academic staff and can make referrals to teaching staff or to specialist professional services as appropriate. They can give you a confirmation of attendance letter, and a transcript. You may also like to contact your Course Rep or the Students' Union Advice team for additional support with course-related questions.

If you have any questions about life at our University in general, call into or contact the Student Advice Hub on either campus. This team, consisting of recent graduates and permanent staff, are available to support you throughout your time here. They will make sure you have access to and are aware of the support, specialist services, and opportunities our University provides. There is a Student Advice Hub on the ground floor of the Rose Bowl at City Campus and one in Campus Central at Headingley. You can also find the team in the Gateway in the Leslie Silver Building at City Campus. Email enquiries may be directed to studentadvicehub@leedsbeckett.ac.uk.

Within MyBeckett you will see two tabs (Support and Opportunities) where you can find online information and resources for yourselves. The Support tab gives you access to details of services available to give you academic and personal support. These include Library Services, the Students' Union, Money advice, Disability advice and support, Wellbeing, International Student Services and Accommodation. There is also an A-Z of Support Services, and access to online appointments/registration.

The Opportunities tab is the place to explore the options you have for jobs, work placements, volunteering, and a wide range of other opportunities. For example, you can find out here how to get help with your CV, prepare for an interview, get a part-time job or voluntary role, take part in an international project, or join societies closer to home.