



LEEDS
BECKETT
UNIVERSITY

Course Specification

BSc (Hons) Games Design

Course Code: **BGAME**

2024/25

leedsbeckett.ac.uk

Award and Title

BSc (Hons) Games Design (BGAME)

Applicant Facing Course Specification for 2024/25 Undergraduate Entrants

Confirmed at DEC/2023

General Information

Award	Bachelor of Science (with Honours) Games Design
Contained Awards	Bachelor of Science Games Design Diploma of Higher Education Games Design Certificate of Higher Education Games Design
Awarding Body	Leeds Beckett University
Level of Qualification and 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 and Standard Timescales	Start dates will be notified to students via their offer letter. The length and mode of delivery of the course is confirmed below: <ul style="list-style-type: none">• 3 years (full time, campus based)• 4 years (full time, with a one-year placement)
Part Time Study	There is no part time route on this course.
Location(s) of Delivery	The majority of teaching will be at City campus but on occasion may be at Headingley campus.
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: https://www.leedsbeckett.ac.uk/student-information/course-information/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 for Semester 1 will be made available to students during induction week via:

- i) The Student Portal (MyBeckett)
- ii) 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 Guevara John
Your Academic Advisor	Lee Stocks
Your Course Administrator	Adnan Khanzada A.Khanzada@leedsbeckett.ac.uk

Sandwich or Other 'In Year' Work Placement Information

Summary

Leeds Beckett is dedicated to improving the employability of our students and one of the ways in which we do this is to support our students to gain valuable work experience through work-based placements. Our placement teams have developed strong links with companies, many of whom repeatedly recruit our students into excellent placement roles and the teams are dedicated to supporting students through every stage of the placement process. More information about the many benefits of undertaking a work placement, along with details about how to contact our placement teams can be found here:

[placements](#)

Length

40 weeks, undertaken between year 2 and year 3 (Level 5 and Level 6)

Location

None specified

Professional Accreditation or Recognition Associated with the Course

N/A

Course Overview

Aims

The aims of the programme are to:

- Provide a structured enquiry into the various aspects of the games industry and the production of computer entertainment products (product identification, design, implementation, production, marketing and delivery into the market).
- Enable graduates to develop an appropriate combination of creative, critical and technical skills in an applied context.
- Enable graduates to acquire a relevant and an agile skillset appropriate to digital and creative entertainment industries.
- Enable graduates to develop a personal portfolio of computer entertainment related work.
- Provide the opportunity for graduates to develop their transferable employability and professional- skills through project-based assessment

Course Learning Outcomes

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

1. A systematic understanding of key aspects of computer games design, including acquisition of coherent and detailed knowledge, at least some of which is at, or informed by, the forefront of defined aspects of this discipline.
2. An ability to deploy accurately established techniques of analysis and enquiry within computer games design.
3. Conceptual understanding that enables them to devise and sustain arguments, and /or solve problems using evaluation and practical techniques relating to current research, or equivalent advanced scholarship and studies within the discipline.
4. Apply the methods and techniques to review, consolidate, extend and apply their knowledge, and to initiate and realise in computer games and digital projects.
5. Critically evaluate arguments, assumptions, abstract concepts and data (that may be incomplete), to make judgements, and to frame appropriate questions to achieve a solution.

Teaching and Learning Activities

Summary

The course presents a structured/organised vertical and horizontal mapping of learning and development across all levels, with students provided with a focused programme of study. Theory, practice, and associated study materials are delivered via lectures tutorials, seminars, and practical lab sessions. During Semester 1 of Levels 4 & 5, students develop the study skills required in critically reflecting on their learning and

responding to product/practice-based assignment tasks. Semester 2 will see students apply their learning to an integrated project that demonstrates progressive key skills development horizontally across the level year. L6 students are provided with opportunities to extend and apply game design theory and practice within related creative, science and technology areas with advanced modules in asset creation, serious games, and software engineering. Evaluation, critique, and reflection is embedded in 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. Option modules listed are indicative of a typical year. There may be some variance in the availability of option modules. 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)
Games Design (40 Credits)	Y	Games Design - continued (40 Credits)	Y
Game Asset Creation (40 Credits)	Y	Game Asset Creation - continued (40 Credits)	Y
Game Development 1 (20 Credits)	Y	Game Development 2 (20 Credits)	Y

Level 5			
Semester 1	Core (Y/N)	Semester 2	Core (Y/N)
Game Development 3 (20 Credits)	Y	Game Environments (20 Credits)	Y
Game Animation & VFX (20 Credits)	Y	Concept Art & Visualisation (20 Credits)	Y
Game Studies (20 Credits)	Y	Group Project (20 Credits)	Y

Level 6			
Semester 1	Core (Y/N)	Semester 2	Core (Y/N)
Production Project (60 Credits)	Y	Production Project - continued (60 Credits)	Y
Dissertation (20 Credits)	Y	Games Studio (20 credits)	Y
Applied Game Design (20 Credits)	N		
Adv. Game Systems & Programming (20 Credits)	N		
Adv. 3D Visualisation (20 Credits)	N		

The option modules listed are indicative of a typical year. There may be some variance in the availability of option modules. Students should choose one elective.

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 practical assessments predominantly, with some coursework.
 Level 5 is assessed by coursework predominantly, with some practical assessments.
 Level 6 is assessed by a broadly even mix of coursework and practical assessments.

Workload

Overall Workload	Level 4	Level 5	Level 6
Teaching, Learning and Assessment	336 hours	222 hours	157 hours

Overall Workload	Level 4	Level 5	Level 6
Independent Study	864 hours	978 hours	1043 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.

Student Services

If you have any questions about life at University, call into our Student Services Centre at either campus or contact Student Advice directly. This team, consisting of trained officers and advisers 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. They also work on a wide range of projects throughout the year all designed to enhance your student experience and ensure you make the most of your time with us. Student Advice are located in the Student Services Centre in the Leslie Silver Building at City Campus and on the ground floor of the Priestley Building at Headingley Campus. The team can also be contacted via email at studentadvice@leedsbeckett.ac.uk, telephone on 0113 812 3000, or by accessing our online chat link, available on the student homepage.

Support and Opportunities

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.