



LEEDS
BECKETT
UNIVERSITY

Course Specification

BSc (Hons) Games Design

Course Code: **BGAME**

2026/27

Award and Title: BSc (Hons) Games Design (BGAME)

Applicant Facing Course Specification for 2026/27 Entrants

Confirmed at 11/2025

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: <ul style="list-style-type: none">• 3 years (full time, campus based)• 4 years (full time, campus based, with placement year – if applicable)
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 are confirmed in your offer letter. A breakdown of any additional costs is included on the online prospectus entry for this course. Fees enquiries may be directed to Fees@leedsbeckett.ac.uk .

Policies, Standards and Regulations

<https://www.leedsbeckett.ac.uk/our-university/public-information/academic-regulations/>

Standard regulations apply to this course.

Professional Accreditation or Recognition Associated with the Course

Professional body

N/A

'In Year' Work Placement Information

Summary

The optional 120 credit placement year can be referred to as a 'sandwich year', 'internship' or 'work experience'. An industrial placement is an excellent opportunity to improve your employability and job prospects. Through practical work experience an industrial placement will help you acquire and evidence the skills employers want and make valuable contacts within the industry.

The industrial placement year involves sourcing and undertaking a placement between your second and third year of study, effectively making your degree 4 years in length. Whilst there is a support network in place to help you source and obtain a placement, you must take responsibility for your own placement and actively engage with the process.

Placement Delivery

As a placement year student, you are expected to find employment in the subject area for a minimum of 40 weeks. This may consist of up to three separate placements, although it is recommended that you complete the placement year with one company for the entire duration or two placements of approximately equal length.

Location

You are responsible for securing your own placement, with support and guidance available from the university. Your placement can be based in the Leeds area, elsewhere in the UK, or internationally, depending on your circumstances and the opportunities available.

When considering a placement location, you should take into account factors such as accommodation costs, travel expenses, and overall affordability. It is important to note that you will need to cover your own travel costs to and from your placement, so choosing a financially viable location is essential. Careful planning will help ensure a successful and manageable experience.

Approval

Whilst students source their own placements, they will need to meet requirements which will be outlined before module enrolment.

Timetable

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.

Key Contacts

Your course director Che Guevara John

Your course administrator Adnan Khanzada A.Khanzada@leedsbeckett.ac.uk

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. All teaching will be delivered in person and on campus.

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

Compulsory modules

Module title	Credits	Semester/ teaching period
Games Design	40	1 and 2
Game Development 1	40	1 and 2
Narrative Design	20	1
Level Design 1	20	2
Number of credits of compulsory modules	120	

Level 5

Compulsory modules

Module title	Credits	Semester/ teaching period
Game Development 2	20	1
Game Animation & VFX	20	1
Group Project	40	1 and 2
Level Design 2	20	2
Game Studies	20	2
Number of credits of compulsory modules	120	

Level 6

Compulsory modules

Module title	Credits	Semester/ teaching period
Production Project	60	1 and 2
Dissertation	20	1
Games Studio	20	2
Number of credits of compulsory modules	100	

Option modules

Module title	Credits	Semester/ teaching period
Applied Game Design	20	1
Adv. Game Systems & Programming	20	1
Adv. 3D Visualisation	20	1
Number of credits of option modules a student should choose	20	

Assessment and Scheduled Learning and Teaching Activities

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

Level 4 is assessed by practical assessments predominately, with some coursework.

Level 5

Level 5 is assessed by coursework predominately, with some practical assessments.

Level 6

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
Independent study	864 hours	978 hours	1043 hours
Placement	-	-	-