



LEEDS
BECKETT
UNIVERSITY

Course Specification

BA (Hons) Games Art

Course Code: BGART

2026/27

Award and Title: *BA (Hons) Games Art (BGART)*

Applicant Facing Course Specification for 2026/27 Entrants

Confirmed at 11/2025

General Information

Award	Bachelor of Arts (with Honours) Games Art
Contained awards	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 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 John

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

Course Overview

Aims

The aims of the programme are to:

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 produced 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 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 impendence 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 sector.
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. 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 Art Fundamentals	40	1 and 2
Game Design Theory	40	1 and 2
Introduction to Environment Design	20	1
Introduction to Character Design	20	2
Number of credits of compulsory modules	120	

Level 5

Compulsory modules

Module title	Credits	Semester/ teaching period
Portfolio	80	1 and 2
Culture Studies	20	1
Game Technologies	20	2
Number of credits of compulsory modules	120	

Level 6

Compulsory modules

Module title	Credits	Semester/ teaching period
Personal Project	80	1 and 2
Dissertation	20	1
Industry Project	20	2
Number of credits of compulsory modules	120	

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 coursework predominately with some practical assessments.

Level 5

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

Level 6

Level 6 is assessed by coursework predominately with some practical assessments.

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	-	-	-