LEEDS BECKETT UNIVERSITY

# Course information for applicants

This information applies to the course as it will be delivered to students starting the course in 2027/28.
Information provided here was confirmed on 14/10/2026

# General information

## Programme code
BGAME

## Target award
If you complete this course successfully you will be eligible for the award of:
BSc (Hons) Games Design

## Delivery mode
✓ On campus
☐ Distance learning

## Where you will study
The majority of teaching will be at City campus but on occasion may be at Headingley campus.

## Awarding body
Leeds Beckett University

## Regulator
Office for Students

## Level of qualification
Level 6 of the Framework for Higher Education Qualifications

## Course duration
If you are made an offer of a place on the course, your offer letter will include the start date.

This course can be studied:
3 years full-time
4 years full-time with a placement year

## Work placement
This course includes an optional placement module(s).

**Summary**
Students have the option to complete a placement following successful completion of Level 5 and takes place between Levels 5 and 6.

Students are responsible for identifying and securing their own suitable placement opportunity, although course and placement staff provide guidance and support.

A 'placements' database is available to students: http://innplace.leedsbeckett.ac.uk/placement, which contains details of placements and other employment/volunteering opportunities. This option is subject to the availability of suitable placements.

Each placement requires satisfactory completion of a minimum 30-weeks of work in industry/business, the successful completion of an e-portfolio summary, and the completion of two appraisal forms.
Those who choose not to undertake the placement are deemed to be completing the course on a 'full time' basis and may progress directly from Level 5 to Level 6.

**Length**
Placements typically span over 40 - 48-weeks but must be at least 30-weeks.
It is possible for a placement year to comprise of several shorter placements than one full-term placement. For example a student may take 3 placements within the year, each comprising of 12-15-weeks.

**Location**
There is no limitation on the geographical location of the placement site. However, if the location is overseas, you may need to apply for a visa or other permit and the viability of the placement will be contingent on this. You will also need to be able to meet any travel and accommodation costs during the placement lifecycle.

## Entry requirements

Admissions criteria are available on the online prospectus entry for this course.

If you have previous relevant qualifications or experience, you could be exempt from certain parts of your course. Recognition of prior learning (RPL) allows you to start your course at a point appropriate to the learning and skills that you may have developed in a professional, vocational or community setting.

Find out more here: https://www.leedsbeckett.ac.uk/student-information/course-information/recognition-of-prior-learning
If you have questions about entry requirements and admissions, contact AdmissionsEnquiries@leedsbeckett.ac.uk

## Course fees

Course fees and a breakdown of any additional costs is included on the online prospectus entry for this course.

If you have questions about fees for this course, contact Fees@leedsbeckett.ac.uk

## Timetable

You will receive your full timetable for the year during induction week.

# What you will study

## Course aims

The aims of the course 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.

## Teaching and learning activities

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 arts and technology areas with advanced modules in asset creation, serious games and software development.

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.

## Course structure

This information is correct for students progressing through the course within standard timescales. If you have to repeat study or take time out during your course, you may be taught alternative modules which meet the overall course learning outcomes.

The option modules listed may vary. Those listed here are likely to be offered in a typical year.

### Level 4

Compulsory modules

| Module title | Credits | Semester/teaching period |
|---|---|---|
| Games Design | 40 | Full Year |

| | | |
|---|---|---|
| Game Development 1 | 40 | Full Year |
| Narrative Design | 20 | 1 |
| Level Design 1 | 20 | 2 |
| Total 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 |
| Level Design 2 | 20 | 2 |
| Game Studies | 20 | 2 |
| Group Project | 40 | Full Year |
| Total number of credits of compulsory modules: | 120 | |

### Level 6

Compulsory modules

| Module title | Credits | Semester/teaching period |
|---|---|---|
| Production Project (20 credits in S1. 40 Credits in S2.) | 60 (20 + 40) | Full Year |
| Dissertation | 20 | 1 |
| Games Studio | 20 | 2 |
| Total number of credits of compulsory modules: | 100 | |

Option modules

| Module title | Credits | Semester/teaching period |
|---|---|---|
| Applied Game Design | 20 | 1 |
| Advanced Game systems and Programming | 20 | 1 |
| Advanced 3D Visualisation | 20 | 1 |
| Total number of credits of elective modules a student must enrol on: | 20 | |

## Assessment and feedback

The balance of assessment may change depending on which option modules you choose.

### Level 4

Level 4 is assessed mostly by coursework, with some written and practical assessments.

### Level 5

Level 5 is assessed mostly by coursework, with some written and practical assessments.

### Placement year

The placement year is assessed entirely by coursework.

The placement year is assessed mostly by coursework, with some examinations and practical assessments.

### Level 6

Level 6 is assessed mostly by coursework, with some written and practical assessments.

# Workload

You can expect to spend a total of 100 hours learning per 10 credits.

Typically, a student on this course can expect to divide their time like this:

| Overall workload | Level 4 | Level 5 | Placement year (if chosen) | Level 6 |
|---|---|---|---|---|
| Teaching, learning and assessment | 336 hours | 222 hours | X hours | 157 hours |
| Independent study | 864 hours | 978 hours | X hours | 1043 hours |
| Placement study | X hours | X hours | 1080 hours | X hours |