

Nottingham Trent University Course Specification

Basic Course Information

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| 1. | Awarding Institution: | Nottingham Trent University |
| 2. | School/Campus: | Confetti Institute of Creative Technologies |
| 3. | Final Award, Course Title and Modes of Study: | FdA Games Art Full time |
| 4. | Normal Duration: | 2 years |
| 5. | UCAS Code: | I620 |

6. Overview and general educational aims of the course

The global games industry is made up of a multidisciplinary workforce. In the modern games industry there is a large variety of job roles, with one of the most vital roles for games production being the artist. The FdA Games Art is designed for those students wishing to specialise within the area of games art, rather than follow a technical route. The FdA Games Art is designed to sit alongside the validated FdSc Games Technology to be delivered in 2016 by CICT.

The game artist creates the visual elements of an interactive computer game. These include assets such as 2D graphics, 3D models of characters and environments, surface textures and user interface components. They may also be tasked with conceptualising ideas to help communicate the proposed visual elements during the pre-production phase. The curriculum design within FdA Games Art allows you to experience a range of techniques and software used within the field of game art, encouraging you to specialise within your chosen role. You will also get opportunities to practice these skills in work based learning environments.

This course has been designed to prepare you for a range of careers, including Games Artist, Concept Artist, 2D Artist, 3D Modeler, Character Artist, Texture Artist, UI Artist, Animator, Environment Artist, Lead Artist, Technical Artist, Art Director, Games Designer, Storyboard Artist, and Graphic Designer for Games. You will study the digital software, workflow methods and working practices required in the creation of industry standard game art assets.

A career in game art involves obtaining the right skillset. You will develop good communication skills, the ability to multitask and work well as part of a team. You must also develop effective levels of creativity through your development of artistic, design and computer skills. The modules included within the programme structure will allow you to form a solid understanding of the role of the artist in the current global games industry.

7. Core modules

Year 1 (Level Four) 120 Credits

- Concept Art for Games (100 Credits)
- Games Art Critical Studies (20 Credits)

Year 2 (Level Five) 120 Credits

- Games Art Production (100 Credits)
- Industry Practice (20 Credits)

8. Optional Modules

There are no optional modules.

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| 9. Course outcomes |
| <p>Course outcomes describe what you should know and be able to do by the end of your course if you take advantage of the opportunities for learning that we provide.</p> |
| <p>Knowledge and understanding By the end of the course you should be able to:</p> |
| <ul style="list-style-type: none"> • Critically analyse the role of the game artist within the global games industry structure and apply to your work. • Identify and evaluate employment opportunities for the games artist within the international games industry and the wider global creative industries. • Research and evaluate historical and contemporary practice in art and design to inform your own practice. • Evaluate the impact of developments in current and emerging digital technologies on the working practices for future employment as a games artist. • Critically evaluate a range of game art processes and practices and apply to your own work. • Utilise research skills to explore genre, global trends, and social issues that influence the creation of games concepts and apply to your own work. • Critically analyse and incorporate consideration for an international audience within a practical, ethical, and economic context. |
| <p>Skills, qualities and attributes By the end of the course you should be able to demonstrate:</p> |
| <ul style="list-style-type: none"> • Confidently produce innovative 2D and 3D game art using the appropriate technologies to the correct industry specifications. • Apply traditional and digital game art techniques within the context of professional creative practice and future employment. • Develop high-level concept art to demonstrate the style of a professional video game taking into consideration genre and target audience. • Work collaboratively to create industry standard games art assets for use within a game design workflow. • Formulate, explore and create innovative game art concepts, making creative decisions in response to specified briefs or self-initiated activity. • Communicate effectively and articulate concepts to a variety of audiences through a range of methods and media. • Initiate and manage your own learning through problem solving and evaluation in a work based learning environment. |
| 12. Teaching and learning methods |
| <p>Games Art is a creative, practical discipline within the games industry and the teaching and learning methods have been designed to reflect this. The modern games artist has a software-focused workflow and this is reflected in the focus on IT lab based teaching and learning methods. This is combined with theoretical modules that will teach you the underpinning art, design and knowledge of the current global games industry to aid your career as a games artist.</p> |

The delivery of the course consists of:

- Lectures
- IT Lab sessions
- Art Workshops
- Group Projects
- Portfolio building
- Independent project work
- Presentations
- Pitches
- Personal tutorials
- Group Tutorials
- Independent Research
- Field Trips
- Work based learning
- Live briefs
- Guest Speakers

All the modes of delivery are structured to develop on-going abilities and skills through exploring ideas and problem solving. The course offers a broad range of assessment methods within its modules to appeal to a variety of learning styles.

You are encouraged to take responsibility for your own learning. All related module information can be accessed on NTU's Online Workspace (NOW) to support your learning.

In year 1 you will have 12 hours of contact time and be expected to undertake a minimum of 16 hours of self-directed study.

In year 2 you will have 11 hours of contact time and be expected to undertake a minimum of 20 hours of self-directed study.

13. **Assessment methods**

Assessments include 2D and 3D portfolio building, sketchbooks, case studies and reflective journals.

Each assessment undertaken for each module will enable you to experience a variety of roles within Game Art whilst enabling you to experience industry standard working practices and software. The varied assessment tasks have been designed to prepare you for the range of skills you require for the role of games artist in the modern, global games industry.

Assessment is clearly defined in module specifications and module guides. Informal formative feedback is provided in tutorials, seminars and individual surgery sessions or via online methods. You will receive formal formative feedback about your work written in response to the learning outcomes during the module at appropriate points, i.e. when you are best placed to be able to act on that feedback. Formative feedback is completed within 21 days and will be returned to you via NOW (NTU's online workspace). Summative feedback occurs at the conclusion of each module and is completed in line with NTU regulations.

10. **Course structure and curriculum**

The course follows the standard Foundation Degree structure with you completing two years of full time study, achieving 240 credits on completion of the programme. You will study towards 120 credit points in each year of study. Year 1 and 2 comprises of two modules, with year 1 modules focussing on art workshops, software specific skills, portfolio building, design theory and independent study. Year 2 will place greater emphasis on you working independently and researching industry opportunities whilst deploying industry standard workflow and evaluating your own processes and practices.

The aim of these four modules is to provide a foundation of knowledge and skills applicable to a career as a games artist. These modules provide an appropriate level if you wish to progress to a top-up year on completion of the FdA in Games Art or to enter employment.

As an NTU student studying at CICT you will have access to a wide range of resources including the wider NTU facilities such as the library and the student's union.

Higher Certificate

Interim Award

The interim award for this foundation degree is a Higher Certificate in Games Art. 120 credits at level 4 FHEQ (Framework for Higher Education Qualifications) are required to achieve this award.

Progression routes

The formal automatic progression route for students on the foundation degree, who have succeeded at level 5, is to progress to the BA (Hons) Games Art.

In exceptional circumstances students on an FdA may switch route to the BSc route. This will only be allowable in consultation with tutors at the final stage of the course and would be subject to a formal interview and an appropriate portfolio.

11. Admission to the course

For current information regarding all entry requirements for this course, please see the 'Applying' tab on the NTU course information web page.

12. Support for learning

You will be assigned a named personal tutor at the start of your year who will run personal tutorials and who will act as a guide in more personal matters and your module leaders will be available to offer guidance and support where necessary.

It is recognised that there may be times when a student's performance in an assessment is adversely affected by circumstances beyond their control, this is called an Exceptional Circumstance. You can notify us of an Exceptional Circumstance at any time during the academic year through the University's online Notification of Exceptional Circumstance's procedure (NEC) which can be found within the Academic Appeals section of the University's Student Handbook. Please speak to your Course Leader for advice on what to do next.

CICT is committed to assisting you to achieve the best results possible during your studies and will provide you with a wide range of academic help and advice. A comprehensive learner support system is in place and additional advice and support is also available from the university and student union and this can be tailored to meet your needs.

Resources such as open access computers and the course provides specialised computer facilities, mixing suites, recording studios and a commercial live event venue are available for your use as directed by your tutors.

13. Graduate destinations / employability

As part of your course, you will develop the skills you need to enhance your employability and will be trained on the latest industry standard software and hardware platforms. You will obtain the necessary core skills required by employers within the global games industry. The course will be responsive to the needs of employers with the intention to form a dialogue within the current UK games community and respond to their requirements. These links also further enhance the course as you will have opportunities to undertake "live" briefs and work-based

learning.

Alongside the core design and technology skills, FdA Games Art also embeds additional skills to enhance student career opportunities including employment skills, pitching, communication techniques and independent study.

Typical artist job roles in industry might include:

- Concept Artist
- 2D Artist
- 3D Modeler
- Character Artist
- Environment Artist
- Texture Artist
- UI Artist
- Animator,
- Technical Artist
- Art Director
- Games Designer
- Storyboard Artist

The global games industry features a number of business models such as AAA developers, independent studios and publisher backed, as well as short-term contract and freelance job opportunities. You will be introduced to these business models and made aware of opportunities for games artists within the global games industry and the wider creative media technology community.

14. Course standards and quality

There are well-established systems for managing the quality of the curriculum and ensuring that the courses remain current. Also, External Examiners are appointed to each course and report on the appropriateness of the curriculum, the quality of student work and the assessment process.

CICT reviews, defines and updates its courses and modules with dialogue between staff and students an important part of this ongoing, reflective process. Whilst there are good informal relationships between staff and students, there are also formal channels for gathering and responding to student feedback which comprise:

- Student/Staff Liaison Committee
- Formal module evaluation, undertaken by questionnaire
- Course Student Representatives, elected by the student group, represent students who attend the Course Committee meeting.

At the end of each year the course team writes an evaluative Course Standards and Quality Report (CSQR) which is discussed by the School Academic Standards and Quality Committee (SASQC). Your contribution to this process is important and you will receive feedback on issues raised.

15. Assessment regulations

This course is subject to the University's Common Assessment Regulations (located in Section 16 of the NTU Quality Handbook). Any course specific assessment features are described below:

There are no course specific assessment features.

16. Additional Information

Collaborative partner(s):

Confetti Institute of Creative Technologies and Nottingham Trent University

Course referenced to national QAA

Benchmark Statements:

Course recognised by: N/A

Date implemented: November 2015

Any additional information: Key features of the course

Key features of the course

- It offers work-based learning opportunities with local, national and, on occasion, international games developers and companies within the related Creative Media industries
- Guest speakers from industry are invited to talk to students about their practice