

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: | FdSc Games Technology
Full time |
| 4. | Normal Duration: | 2 years |
| 5. | UCAS Code: | I620 |

6. Overview and general educational aims of the course

The UK interactive games industry is the largest in Europe and the UK is a world class location for video game development. The UK games development sector contributes approximately £1 billion to UK Gross Domestic Product per annum (Tiga). There are 1,902 video game companies in the UK, potentially having a GVA as high as £1.72bn (Nesta)

Games Technology is one of the fastest growing sectors in the UK and as a result the FdSc Games Technology has been designed to meet the demands of this industry allowing students to experience the core roles and learn the technology skills required for a graduate career in Games Technology. The games industry is a multidisciplinary industry focused on the manufacturing of games, predominately in a team environment featuring multiple job roles. This course has been designed to prepare you for a range of careers, including Games Engine programmer, Technical Artist, 3D Modeler, QA tester, Animator, Level Designer, Producer and Audio Specialist for games. Students will study the industry standard software, workflow methods and working practices required in the creation of a Games Technology product.

You will be connected with the games industry throughout the course which will provide opportunities for networking and will be given access to guest lectures from Industry professionals. This will also generate work based learning opportunities to those students on programme.

7. Core modules

Level Four (120 Credits)

- Games Architecture (40 Credits)
- Asset Production for Games (40 Credits)
- Games Industry (20 Credits)
- Games Design (20 Credits)

Level Five (120 Credits)

- Level Production (40 Credits)
- Advanced Asset Production (40 Credits)
- Games Development and Realisation (20 Credits)
- Industry Practice (20 Credits)

8. Optional modules

There are no optional modules on this course.

9. Course outcomes

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.

Knowledge and understanding

By the end of the course you should be able to:

- Identify and analyse the scientific principles underpinning Games Technology and apply them in the creation of games products
- Evaluate the use of Games Technology during the creation of digital assets to an industry standard
- Critically analyse the environmental, economic, and social context required in the creation of specific Games Technology products
- Critically evaluate a range of industry standard tools and practices used within your Games Technology production
- Review and adapt Games Technology production through independent decision making, analysis and problem solving
- Utilise a variety of research techniques to independently explore the global games industry and apply findings to your product development

Skills, qualities and attributes

By the end of the course you should be able to demonstrate:

- Develop and realise creative and innovative solutions through the use of Game Technology
- Apply consideration for purpose and diverse target audience in the creation of Games Technology products for a global market
- Implement and apply industry standard IT and digital processes during the manufacturing of your Games Technology product
- Employ media conventions and communication techniques when creating interactive games concepts for diverse audiences
- Utilise project management and industry workflow in the planning and creation of original games concepts and products
- Effectively communicate Games Technology outcomes and review feedback in the development of professional skills

10. Teaching and learning methods; including course delivery

Games Technology is a practical, software-focused discipline and this is reflected in the focus on IT lab based teaching and learning methods. The diverse range of modules incorporated as part of the course design means there are a range of teaching and learning methods embedded within the course structure.

Knowledge and Understanding

- IT Lab sessions
- Workshop sessions
- Foley studio workshops
- Lectures
- Group Projects
- Independent project work
- Presentations
- Pitches

Skills and attributes

- Individual Academic tutorials
- Group Tutorials
- Independent Research
- Field Trips
- Work based learning
- Live briefs
- Guest Speakers

The course will be delivered with reference to a wide range of teaching and learning styles whilst offering a variety and range of assessment methods. Lectures, seminars,

tutorials, peer-to-peer teaching, technical workshops, collaborative and individual teaching and learning methods will be adopted.

Level 4 will focus on skills building and knowledge acquisition with the use of methods such as Lab sessions, workshop sessions and lectures. Level 5 focuses on refining of software skills, critical analysis, evaluation and preparation for employment and includes such teaching methods as independent research, individual tutorials and work based learning options.

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.

11. **Assessment methods**

Assessments include design, planning and execution of games sequences, portfolio building, lab report, reflective journal, formal essay, case study and presentation.

Each assessment undertaken for each module will enable you to experience a variety of roles within Game Technology whilst enabling you to experience industry standard software. The variety of assessments is designed to prepare you for the breadth of skills required for a career in the games industry.

Assessment is clearly defined in module specifications and module guides.

Knowledge and Understanding

Essays
Presentations
Blog
Independent research
Lab Report
Evaluation

Skills and attributes

Practical Portfolio building
Asset creation
Prototypes
Phase Tests
Coursework

Informal formative feedback is provided in tutorials, seminars and individual surgery sessions or via online methods.

Recorded formal formative feedback is provided against the learning outcomes of 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 the 21-day time frame and is returned to the student via the NOW.

Summative feedback occurs at the conclusion of each module and is completed in line with University regulations.

12. **Course structure and curriculum**

The course follows the standard Foundation Degree in Science 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. These are divided into four modules covered in year 1 and the same structure in year 2. 120 credits are completed through a combination of two 40 credit modules and two 20 credit modules that feature a combination of software specific skills, portfolio building and independent study. Year 2 will have an emphasis on you independently researching industry opportunities while deploying industry standard workflow practices and evaluating your own usage of games technology.

Higher Certificate

Interim Award

The interim award for this foundation degree is a Higher Certificate in Games Technology. 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 BSc (Hons) Games Production.

13. Admission to the course

Application is through UCAS. Minimum entry requirements follow the University's Code of Practice for Admissions.

The target groups for the course are:

- Applicants who have gained a BTEC Extended Diploma award
- Students with A-Level award qualifications
- Mature students looking for career development or a career change.

For admission to the course students will need to have achieved 160 UCAS points from one of the following:

- at least 2 A levels or equivalent + 5 GCSEs grade A – C including maths and English
- Applications from mature students will also be considered in terms of their skills, aptitude and experience
- An audition/submission of work will be required

Mature students with relevant experience and/or qualifications within a relevant subject area, are welcome to apply.

It is yet to be determined whether under the new ownership arrangement CICT will accept International students; however, should they do the following admissions criteria will need to be met:

International applicants will require an equivalent Level 3 qualification and will also require an IELTS score of at least 6.0, in addition to the standard entry criteria. Equivalent scores from other English language tests will be considered.

Non-UK qualifications will be assessed in comparison to their UK equivalents.

Additional English support is available to non-native English speakers.

Though the entry requirements outlined are such as to encourage

applications from a wide range of potential students the course has no part-time route.

APEL

In exceptional circumstances students with APL will be considered for admission to the course.

Widening Participation

The course will consider applicants with non-standard entry qualifications on demonstration of potential to undertake and benefit from the course.

14. Support for learning

You will be assigned a named personal tutor at the start of your year who can act as a guide in more personal matters.

Your Course Handbook will contain details of the support available to you should there be an interruption in your studies, due to circumstances outside of your control, or through other factors affecting your academic performance. The School provides three options for requesting consideration and these are found in the section on Special Situations.

The School is committed to assisting you to achieve the best results possible during your studies with us, providing a wide range of academic help and advice. A comprehensive learner support system is adopted by the School, which also can include input from the university and student union, and can be tailored to meet your needs.

The University provides resources such as open access computers and the course provides specialised computer facilities, mixing suites, recording studios and a commercial live event venue.

15. Graduate destinations / employability

Employability is an integral element of the course with graduates being trained on the latest industry standard Games Technology software and hardware platforms. The benefit for the model of course design proposed is that it offers the 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 with the current UK games community and respond to their requirements. These links will also further enhance the course with opportunities for "live" briefs and work based learning.

Alongside the core technology skills, FdSc Games technology also embeds additional skills to enhance student career opportunities including business planning, pitching, communication techniques and independent study.

Typical job roles in industry might include:

- Games Engine Programmer
- 3D Modeler
- Technical Artist
- Programmer
- Animator
- QA Tester
- Producer
- Level Designer
- Games Audio designer

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 this range of models and made aware of opportunities for employment within the Games Technology industries and the wider creative media technology community.

<p>16. Course standards and quality</p>										
<p>There are well-established systems for managing the quality of the curriculum within the School. External examiners are appointed to each course and report on the appropriateness of the curriculum, the quality of student work and the assessment process.</p> <p>The School reviews, defines and updates its courses and modules with dialogue between staff and students an important part of this process. Whilst there are good informal relationships between staff and students, the School and University, we also have formal channels for student feedback which comprise:</p> <ul style="list-style-type: none"> • Student/Staff Liaison Committee • Formal module evaluation, undertaken by questionnaire • Course Student Representatives, elected by the student group, represent students. <p>At the end of each year the course team write an evaluative Course Standards and Quality Report (CSQR) which are discussed by the School Academic Standards and Quality Committee (SASQC) for actions recommended. Your contribution to this process is important.</p>										
<p>17. Assessment regulations</p>										
<p>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:</p> <p>There are no course specific assessment features.</p>										
<p>18. Additional Information</p> <table border="0" style="width: 100%;"> <tr> <td style="width: 50%;">Collaborative partner(s):</td> <td>Confetti Institute of Creative Technologies/Nottingham Trent University</td> </tr> <tr> <td>Course referenced to national QAA Benchmark Statements:</td> <td>Engineering & Communication, Media, Film and Cultural Studies</td> </tr> <tr> <td>Course recognised by:</td> <td>N/A</td> </tr> <tr> <td>Date implemented:</td> <td>April 2015</td> </tr> <tr> <td>Any additional information:</td> <td>N/A</td> </tr> </table>	Collaborative partner(s):	Confetti Institute of Creative Technologies/Nottingham Trent University	Course referenced to national QAA Benchmark Statements:	Engineering & Communication, Media, Film and Cultural Studies	Course recognised by:	N/A	Date implemented:	April 2015	Any additional information:	N/A
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