Nottingham Trent University Course Specification

	Basic Course Information	
1.	Awarding Institution:	Nottingham Trent University
2.	School/Campus:	Confetti Institute of Creative Technologies
3.	Final Award, Course Title and Modes of Study:	BA (Hons) Games Art Full time
4.	Normal Duration:	3 years
5.	UCAS Code:	P323

6.	**Overview and general educational aims of the course**

BA (Hons) Games Art is a three-year degree designed for those students who wish to pursue their studies and eventual career choices within the specialist field of games art or the wider creative media industries.

The global games industry is a rapidly expanding technology driven industry with a growing demand for graduates with industry specific creative software skills combined with the ability to be innovative, adaptable, self-directed and demonstrate problem solving abilities within an artistic workflow.

The BA (Hons) Games Art degree responds to those needs by giving you the opportunity to focus your study on establishing a career in a practical, industry relevant environment. This course has been designed to prepare you for a range of careers, including illustrator, concept artist, 2D artist, 3D artist, UI or Graphic Designer and freelancer.

The course content is focused on specific software applications vital to games art, which is enhanced by student-focused investigation into industry specialisms. This enables you to develop an understanding of the core areas of games art production including; pre-production visualisation, production concept art, asset production and project management, alongside personal investigation of key artistic technologies such as 2D, 3D, VR and AR.

You will enhance your academic and professional skills through the use of student lead research and investigation. Development of your independent learning is essential to forming the qualities and attributes required to complete your studies. You will learn how to apply your own creative, analytical and critical abilities to the creation of games art and assets for a global audience and to develop communication and problem solving skills to realise your intentions.

You will research and investigate the global impact and economic value of a commercial games product. As such, you will be encouraged to consider the importance of current and future legal and economic frameworks, ethical considerations, sustainability and moral choices required in the creation and distribution of games.

The course will also focus on career routes within the modules and help you define an area of focus or job role to enhance your strategy for employment within the global games industry e.g. Working for a games developer, publisher, self-employment or working in a freelance capacity. As part of your studies you will be encouraged to create innovative and imaginative responses with respect to your career aspirations.

In order for you to maintain industry relevance, the course has strong links with the games and creative industries and arts community. This ensures that the content delivered is current and within a real industry context. You will have lectures from industry professionals, visits to games expos and trade shows, opportunities to undertake assignments set by industry partners relating to a real industry issue and further opportunities to create and enhance your networks within the games

industry. You are encouraged to interact, present and communicate with the games and wider creative industries allowing you to enhance your communication skills on multiple levels. By refining your professional skills, it will help define your career and future employment direction.

7. **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:

CLO1: Utilise systematic enquiry to evaluate the historical and contemporary cultures associated with art and design practices, in order to inform your own game art aesthetics and concepts.

CLO2: Critically analyse the role of the game artist within the global games industry by applying connections between professional expectation, intention, process, outcome and presentation.

CLO3: Source and research relevant employment opportunities for the games artist within the international games industry and the wider global creative industries assimilating and articulating relevant findings using meaningful synthesis.

CLO4: Critically assess the contextual, historical and technical aspects of your specific discipline within games art or the wider creative industries.

CLO5: Systematically analyse and assess the issues, which arise from the creative practitioner's relationships with audiences, clients, global markets, environments, users, consumers, and/or participants.

CLO6: Explore and evaluate current and emerging digital technologies utilised within the context of games art and assess the impact of these developments.

CLO7: Critically evaluate the legal, economical and ethical frameworks of the video game industry and apply similar methods of quality assurance to the findings and production of your own work.

Skills, qualities and attributes

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

CLO8: Conceptualise, research and confidently produce innovative 2D and 3D game art using the appropriate technologies and to the correct industry specifications.

CLO9: Use self-motivation to select, experiment and make appropriate use of materials, processes, and techniques independently adhering to quality standards and attention to detail.

CL10: Employ both convergent and divergent thinking in the application of traditional and digital game art techniques within the context of professional creative practice and future employment.

CLO11: Analyse information, critically assess and formulate reasoned responses in the production of professional concept art for video games including pre-visualisation, production art, advanced modelling and sculpting.

CLO12: Initiate and manage your own learning professionally, through the proposal and planning of independent and collaborative projects to create industry standard game art assets for use within the game design workflow.

CLO13: Exhibit innovation and enterprise when developing and communicating ideas; managing and protecting your own IP; and delivering successful outcomes for specific video game genres and audiences.

8.	**Teaching and learning methods**

The global games industry is continuously evolving to meet consumer needs. New technological advancements in hardware mean that students should be versatile, digitally literate and adaptable in their approach to hardware and software. As such, this course is primarily ran within a specialist Games Art IT lab. Practice based lectures and workshops give you the opportunity to develop specific software and technology skills and evaluate them in regards to your career goals.

The teaching and learning methods used on the course reflect the need for you to develop a wide range of professional skills alongside your academic knowledge. The range of modules gives you the chance to advance your creative skills using the latest industry standard packages.

Alongside the practical hardware and software skills you develop, you will be taught professional project management techniques and how that will influence your time management within your production

There is a key emphasis on self-directed study, with you being encouraged to investigate creative technology, its place within the games industry and how that in turn impacts your career progression.

The teaching and learning methods include:

- Studio Activities
- Individual Tutorials
- Group Tutorials
- Workshop sessions
- Lectures
- Portfolio Reviews
- Independent project work
- Peer Groups
- Presentations and Pitches
- Independent Research
- Field Trips
- Work based learning
- Live briefs
- Guest Speakers

Group and individual tutorials will give you the opportunity to negotiate your research ideas, receive feedback on your work in progress and to help support you in managing your project and meeting milestones effectively. You will be expected to reflect on the feedback given by the tutor, industry contacts and your peers and implement your own responses to this effectively.

The University also provides a framework of support to encourage you to learn independently and to achieve your own goals, through NTU's Online Workspace (NOW) and the delivery of Academic Tutorials (ATs). These have been designed to help you to take responsibility for your learning and development.

	You will be studying at Confetti Institute of Creative Technologies for the whole of your academic year allowing you to access CICT's range of industry standard hardware and software and giving you the chance to network with Confetti's associated industry connections. As an NTU student studying at CICT you will have access to a wide range of NTU resources including the library and the student's union.
9.	**Assessment methods**
	The course conforms to the Common Assessment Regulations for undergraduate courses Section 16A of the University's Quality Handbook. Assessment is conducted according to the School 'Assessment and Feedback Principles and Guidelines' policy. This policy ensures the academic standards and their appropriateness are made clear to you in Induction and during module briefings.

The course is comprised of several separate modules. On successful completion of all these modules, you will have demonstrated your ability to meet the requirements of the course and achieved the standard for a level 6 undergraduate qualification. Within each academic year, you will complete modules simultaneously in order for the different aspects of your work to propagate one another. This will also help to ensure your portfolio is at a consistently high standard.

There are two different types of assessment on the course 'formative' and 'summative'. During all modules, you will submit work at varying stages for your formative assessment. This will allow your tutors to make an accurate assessment of your artistic and academic development and provide you with feedback in order for you to plan for your final summative assessment deadlines and overall future development.

Your summative assessment deadline will take place at the conclusion of that module. Assessment will focus on your level of achievement against each of the module learning outcomes. Feedback for these assessment will primarily be in written form, but may also be verbally via digital recording and occurs at the end each module and is completed in line with NTU regulations. Summative feedback provides you with an overarching review of your achievements set against the learning outcomes for a module.

You will also receive significant amounts of informal feedback throughout the course. The feedback is to help you evaluate your progress as you work within sessions or independently. This type of feedback is typically verbal, through discussions with tutors or peer feedback but may also be as part of tutorials, seminars, lectures or workshops, and in response to project presentations.

There are opportunities for feedback at appropriate times throughout the course. Some are scheduled throughout the year in order to monitor your progress and allow you to benchmark your own development. The forms of feedback provided are not limited to formative or summative. |
| 10. | **Course structure and curriculum -** |

Level Four – 120 Credits
- Games Art Critical Studies (20)
- Concept Art for Games (100)

Level Five – 120 Credits
- Industry Practice (20)
- Game Art Production (100)

Level Six - 120 Credits

- Pre Visualisation and Production Art for the Games Industry (40)
- Advanced Modelling and Sculpting (40)
- Creative Investigation (40)

You are expected to respond with increasing responsibility and awareness of appropriate technical and creative requirements. This is an important feature of the course and means that by the end of the academic year you have presented a body of work, which in its critical and conceptual form combines both individual aspiration and skill, with a clear sense of professional alignment, career trajectory and direction.

11.	**Admission to the course**

Entry requirements. 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.

Your course handbook will contain details of the support available to you should there be an interruption to your studies. It is recognised that there may be times when a student's performance in an assessment is adversely affected by circumstances beyond their control; these are called Extenuating Circumstances. You can notify us of Extenuating Circumstances at any time during the academic year through the University's online Notification of Extenuating 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.

The course provides specialised computer facilities, mixing suites, recording studios and a commercial live event venue. These are available for your use as directed by your tutors.

13.	**Graduate destinations / employability**

The course is designed to create graduates with skills in regards to the latest industry standard Games Art software techniques, alongside a proactive approach to problem solving within an industry standard workflow. The course will be

responsive to the needs of employers with the intention to liaise with the local, national and international games community and respond to their requirements.

Alongside the art and design and creative technology skills, BA (Hons) Games Art also embeds additional complementary skills to enhance student career progression including project management, communication techniques and independent study.

Typical job roles in industry might include:

- Illustrator
- Concept artist
- 2D artist
- 3D artist
- Technical Artist
- UI Designer
- Graphic Designer
- Freelancer

Skills within art, design and creative technologies are transferable and employment opportunities are diverse within the creative industries. Alternative areas may include: Film, Television, App Design, Product Design, Architecture, VFX, Fashion and Graphics. Graduates seeking to enter the industry in a freelance capacity are well placed to successfully do so.

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 on-going, 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 Interim Course Report which is discussed by the School Academic Standards and Quality Committee (SASQC). A Periodic Course Review also takes place every three years. 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 in section 16a which can be found at www.ntu.ac.uk/adq

16.	**Additional Information**

Collaborative partner(s):

Course referenced to national QAA Benchmark Statements:

QAA Subject Benchmark Statement Art and Design February 2017

Course recognised by:
Date implemented:

Any additional information:

Key features of the course:

- Opportunity to engage with industry professionals through the contacts of Confetti Media Group.
- Prepare you for industry by expanding communication and project management skills.
- Gives you the opportunity to investigate areas of specialism within the Games Art remit.
- Study of advanced Games Art software and workflow practices.
- Access to CICT's annual Industry Week.