# 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: | BSc (Hons) Games Production |
| | | Full time |
| 4. | Normal Duration: | 3 Years |
| 5. | UCAS Code: | P321 |

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

BSc (Hons) Games Production is a three-year degree designed for those students who are interested in studying the specialist field of creative Games Production.

You will study the industry standard software, workflow methods and working practices required to learn the skills and knowledge in the development and creation of a Games product.

The global Games Industry is a rapidly expanding technology driven industry with a growing demand for graduates with industry specific technology and software skills combined with the ability to be innovative, adaptable, self-directed and demonstrate problem solving abilities within a production workflow. The BSc (Hons) Games Production degree responds to those needs by giving you the opportunity to focus your study on establishing a career in a practical, industry relevant environment.

The course content is focused on specific software applications vital to games production which is enhanced by student focused investigation into industry specialisms. This enables you to develop an understanding of the core areas of games industry production including product development, project management and manufacturing alongside personal investigation of key digital technologies such as games engines, 3D software and animation hardware.

Games Production is one of the fastest growing sectors in the UK and the course 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 Production. The games industry is a multidisciplinary industry focused on the manufacturing of games, predominately in a team environment featuring multiple job roles. Students will study the industry standard software, workflow methods and working practices required in the creation of a Games Technology product.

As the course progresses you will develop 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 products and assets for a global audience and to develop communication and problem solving skills to realise your intentions.

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 eg. working for a games developer, publisher, self-employment or working in a freelance capacity.

In order for you to maintain industry relevance, the course has strong links with the games industry and wider games 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 technology 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.

This course has been designed to prepare you for a range of careers, including Games Designer, Level Designer, Producer, QA tester, Technical Artist and 3D Modeler.

| 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:

- Utilise systematic enquiry within the field of creative media technology and apply findings to your own work. **(B)**
- Select and critically examine industry standard software and hardware in the engineering of Games Technology products and assets. **(B)**
- Make informed decisions with consideration to the commercial and economic context of games production and apply to your own work. **(B)**
- Critically evaluate the role of legal and ethical considerations in the creation and distribution of games for a global commercial audience. **(B)**

**Skills, qualities and attributes**

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

- Initiate and formulate solutions in relation to current and future technologies within the global media industry. **(B)**
- Produce innovative responses to Games Technology briefs and effectively communicate results to both specialist and non-specialist audiences. **(B)**
- Employ problem solving and exercise critical judgement when creating high quality Games Technology assets. **(B)**
- Work autonomously and implement project management techniques during games industry production workflow. **(B)**

*(B) denotes mapping to subject benchmarks*

| 8. | **Teaching and learning methods** |
|---|---|

The global games industry is built upon the use of cutting edge hardware and software and as a reflection the course is built around a focus on IT lab based lectures and workshops giving 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 software skills using the latest industry standard packages.

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, and evaluation skills, and includes such teaching methods as independent research, individual tutorials and work based learning options. Level 6 places a key emphasis on self-directed study, with you being encouraged to investigate technology, its place within the games industry and how that in turn impacts your career progression.

The 20 credit modules within the course focus on advancing your understanding of games technology by using advanced games engine and 3D animation processes. The 40 credit modules will focus on software skills alongside an emphasis on games industry project management and self-directed investigation of your own games technology practice.

- IT Lab sessions
- Individual Tutorials
- Group Tutorials
- Workshop sessions
- Foley studio workshops
- Lectures
- Independent project work
- Group Projects
- Peer to Peer Feedback
- Presentations
- 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 course 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 resources including the wider NTU facilities including the library and the student's union.

| 9. | **Assessment methods** |
|---|---|

Assessments include practical investigation, design, planning and execution of games sequences, portfolio building, evaluative reports, reflective journals and phase tests, lab report, formal essay, case study and presentation.

Each assessment undertaken for each module will enable you to experience a variety of roles within Games Production 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.

You will receive formative feedback during the course, both formal and informal and from both tutors and peers. This feedback is provided to help you evaluate your progress within your production. This type of feedback is typically provided within tutorials verbally, as part of seminars, lectures or workshops and in response to project work.

You will receive at least one formalised formative feedback session in each of your modules. Formative feedback is completed within 21 days and will be returned to you via NOW

Summative Feedback provides you with an overarching review of your achievements set against the learning outcomes for a module. Formal Summative Feedback occurs at the end each module and is completed in line with NTU regulations.

| 10. | **Course structure and curriculum** |
|---|---|

### 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)

### Level Six (120 Credits)

- Technology Investigation (40 Credits)
- 3D Workflow for Industry (40 Credits)
- Games Engines (20 Credits)
- Animation for Games (20 Credits)

The modules are specifically designed to complement each other by providing opportunities for you to develop skills and knowledge that demonstrate your ability to experiment and expand your knowledge of games software and hardware.

You are expected to respond with increasing responsibility and awareness of appropriate technical and creative requirements as you progress from level 4 to level 6. This is an important feature of the course and means that by the end of the course 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 each 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 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. 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 Extenuating Circumstance. You can notify us of an Extenuating Circumstance 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 Technology software and hardware platforms, 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 computing and technology skills, BSc (Hons) Games Production 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:

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

Skills within computing and technology are transferable and employment opportunities are diverse within the creative media technology industries. Alternative areas may include: Computing, IT, Software Development, Product Design, Architecture, VFX and Film and TV Media Industries. 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.<br><br>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:<br><br>• Student/Staff Liaison Committee<br><br>• Formal module evaluation, undertaken by questionnaire<br><br>• Course Student Representatives, elected by the student group, represent students who attend the Course Committee meeting.<br><br>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 (located in Section 16 and 16A of the NTU Quality Handbook).  Any course specific assessment features are described below:<br>There are no course specific assessment features. |
| 16. | **Additional Information** |
| | Collaborative partner(s): |
| | Course referenced to national QAA Benchmark Statements:    THE ACCREDITATION OF HIGHER EDUCATION PROGRAMMES UK Standard for Professional Engineering Competence Third Edition September 2016<br><br>QAA Subject Benchmark Statement Computing February 2016<br><br>N/A |
| | 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 Production remit
- Study of advanced Games Technology software and workflow practices
- Access to CICT's annual Industry Week