

HND Programme Specification (March 2011 – New)

1. Qualification	2. Programme Title	3. UCAS Code	4. Programme Type	
HND	Games Design	24wg - u	Modular HND Full Time and Part Time	
5. Main Purposes and Distinctive Features of the Programme				
This programme offers a less-technical approach to the study of video games. The themes of the programme are as follows: (i) Content Production, (ii) Platforms and Technologies, (iii) Games Production, (iv) Games Analysis and Games Design, (v) Usability and Playability, (vi) Social and Cultural.				
<p>The programme's aims are:</p> <ul style="list-style-type: none"> • To provide a broad education in Games Design • To prepare students for a career in games design or new the media industries • To challenge students to show innovation and creativity in the context of games design 				
6. What a graduate should know and be able to do on completion of the programme				
<p><u>Knowledge and understanding in the context of the subject(s)</u></p> <p>K2 Demonstrate the appropriate selection and use of tools for the production of games K3 Formulate, specify and present original game-play concepts and mechanics K4 Determine appropriate evaluation strategies for games K5 Identify and anticipate the business, marketing and financial constraints on the development of games</p> <p><u>Cognitive skills in the context of the subject(s)</u></p> <p>C1 Critique, analyze and review documents relating to games design C2 Demonstrate the ability to deconstruct and critique game-play constructs, narratives and mechanisms. C4 Discuss the historical antecedents to modern games and game-play elements C5 Demonstrate creativity in the production of resources for games</p>		<p><u>Subject-specific practical/professional skills</u></p> <p>S1 Produce concept and pitch documents S2 Produce design documents S3 Formulate testing strategies for games S4 Analyze games for usability and playability using appropriate theory S5 Understand and use standard programming notations and conventions</p> <p><u>Other skills (e.g. key/transferable) developed in subject or other contexts</u></p> <p>O1 Create and manage projects and schedules O2 Work in teams to achieve defined objectives O3 Respond appropriately to critiques of individual and team work O5 Work productively in a studio-based environment, demonstrating reflective learning and an ability to discuss and present experiences and elements of work</p>		

7. Qualities, Skills & Capabilities Profile

A Cognitive	B Practical	C Personal & Social	D Other
Applied problem solving	Writing skills	Working in teams	Presentation skills
Understanding of historical context	Testing strategies	Constructive criticism	Investigative skills
Analytical skills		Responding to criticism	
Creative skills		Communicating	

8. Duration and Structure of Programme/Modes of Study/Credit Volume of Study Units

2 years full time; 3-4 years part time organised on a 2 semesters per year basis and comprising 240 credits of study

140 credits at level 1 including 20 credits relating to core skills from Games Design 1.

100 credits at level 2 including a 20 credit project

Part II Students take 80 credits

H2 Modules	Core Modules (20 credits each)	Options	Project
	GAD2002 Games Narrative and Design	Core	
	GAD2000 Games Scripting 2	Core	
	GAD2500 HND Team Project	Core	
	GAD2001 Level Design 2	Core	
	GAR2003 Games Modelling and Animation	Core	

Part I (Level 1) Students take 160 credits

First Year	GAD1000 Games Scripting 1	Core	
	GAD1005 Games Evaluation	Core	
	GAR 3D Games Art 1	Core	
	SED1005 Introduction to Synthesis and MIDI	Core	
	GAD1004 Games Design 1 [40]	Core	
	CST1202 Visual Programming 1	Core	

9. Learning, Teaching and Assessment Strategy

Learning and Teaching Methods

A mixture of learning and teaching methods are used, including lectures, demonstrations, practical lab sessions, critique sessions (peer and assessed) and reflective learning through journals and logs for various activities. Group work will be an important aspect of the course, with appropriate peer-assessment to ensure that credit is correctly awarded. Directed study will be a central aspect of the new Games Design modules.

Assessment Methods

Assessment tasks are linked to the learning outcomes of each module and are normally completed by the end of each module. Types of assessment include: Written examinations (unseen or open-book), essays, assignments, projects, case study analyses, in-class tests (practical, written or online), demonstrations and interviews.

10. Other Information (including compliance with relevant Institute policies)

Date programme first offered

September 2005

Admissions Criteria

Standard Requirements

160 UCAS points or equivalent qualifications.

Non Standard Entry

Other equivalent qualifications, such as Scottish Higher passes, the Irish Leaving Certificate International Baccalaureate.

or

Pass in a Kitemarked Access to Higher Education course.

or

Applicants will normally also require five GCSE passes at grade C or above including Mathematics and English or equivalent.

Applicants without the above qualifications, but with relevant life/work experience will be considered for admission following an interview with a member of the course team.

Indicators of Quality and Standards

- i. Validated by panel with external subject specialists
- ii. External examiner validates level 1 and level 2 assignments and examinations
- iii. Validated by Edexcel Foundation

Mapping of Assessment Methods to Modules – Games Design HND March 2011

ASSESSMENT	LEVEL 1 MODULES			LEVEL 2 MODULES		
	GAR 1000	GAD 1000	GAD 1004	SED 1005	CST 1202	GAD 2000
PRE %	0	0	0	0	0	0
CW %	100	60	50	100	50	30
ICA %	0	40	50	50	50	27.5
IS %	0	0	0	0	0	0
PRA %	0	0	0	0	0	0
EXAM %	0	0	0	0	0	0

Mapping of Learning Outcomes to Modules – HND – March 2011

This table presents the modules which are specific to this programme and shows how they address the learning outcomes for the Games Design course. Modules which are not specific to this programme (see tables below) have already been validated for other programmes. Their modules specifications, which include the learning outcomes, are presented in the Programme Handbook.

Level 1

GAR 1000 Games Art 1
SED 1005 Synthesis and Midi
CST 1202 Visual Programming 1