**University of Suffolk**

## DEFINITIVE COURSE RECORD

| | |
|---|---|
| Course Title | **BSc (Hons) Games Development (with Professional Placement)** |
| Awarding Bodies | **University of Suffolk** |
| Level of Award[1] | **FHEQ Level 6** |
| Professional, Statutory and Regulatory Bodies Recognition | **None** |
| Credit Structure[2] | **480 Credits**<br>**Level 4: 120 Credits**<br>**Level 5: 120 Credits plus 120 placement credits***<br>**Level 6: 120 Credits**<br><br>**ł: cf˙Ub˙Uk UfX˙Ïk ]ħ˙ DfcZ ́gg]cbU˙D`UˏΥa Ybħ#Đ½&$˙d`UˏΥa Ybħ credits are also required** |
| Mode of Attendance | **Full-time** |
| Standard Length of Course[3] | **4 years full-time** |
| Intended Award | **BSc (Hons) Games Development (with Professional Placement)**<br>**BSc (Hons) Games Development (Design) (with Professional Placement)**<br>**BSc (Hons) Games Development (Programming) (with Professional Placement)** |
| Named Exit Awards | **DipHE Games Development**<br>**DipHE Games Development (with Professional Placement)**<br>**CertHE Games Development** |
| Entry Requirements[4] | **Typical Offer: 112 UCAS tariff points (or equivalent)**<br>**Applicants may be expected to attend an interview and** |

BSc (Hons) Games Development (with Professional Placement)
(IMDGDV)
Information for 2024-25
Version 1.0 (September 2023)

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7.  Revis                                                   m multiple sources and to
    accu

8.  Critio                                              ences, in a variety of formats,
    work

9.  Prod                                              n quality outcomes.

10. Dem                                               anagement methods through
    susta

**Course**
The desi                                              tency Frameworks:

         C
         I                                  esign, Development
         a
         S                                  es for Computer Games.

**Course**
The BSo                                              comprises modules at levels
4, 5 and

Module                                                ithin the course handbook,
available                                             ar.

| | | Credits | Module Type7 |
|---|---|---|---|
| Level 4 | | | |
| | | 20 | O |
| | | 20 | R |
| | | 20 | O |
| | | 20 | O |
| | | 20 | R |
| | | 20 | R |
| | | 20 | O |
| | | 20 | R |
| Level 5 | | | |
| | | 20 | O |
| | | 20 | O |
| | | 20 | O |
| | | 20 | O |
| | | 20 | M |
| | Advanced Design Methods | 20 | O |
| | Digital Scripting for Games | 20 | O |
| | Games Research Methods | 20 | M |

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