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course provides students with the opportunity to produce assets both individually and as contributors to teams that they are able to take, with confidence, to potential employers.

The course is structured in a pathway system in order to not only respond to industry demands, but also allow students to build a module diet that more closely matches their specific interests and target jobs. The theoretical underpinning for games design is constantly employed to reinforce the practice, which pushes students to think creatively about the work that they are undertaking, the audience for their work and the design decisions that they are making.

Course Aims
In providing this course, the University and the course team aim to:

1. Provide final year undergraduates with extended negotiated projects allowing them opportunities to synthesise their knowledge and generate ideas and concepts that will allow them to design and produce innovative work to the highest standard.

2. Offer students the opportunity to develop strong prototyping skills which allow them to represent ideas within an engine independently.

3. Provide students with practical experience in gameplay scripting to grant students the opportunity to craft design ideas through a lens of implementability.

4. Offer students the opportunity to demonstrate their autonomous control over the production of a range of game related assets for different audiences and purposes.

5. Provide extended project opportunities where students can demonstrate their specialist software skills.

6. Offer students the opportunity to develop a body of negotiated work that demonstrates closely the link between the practical artefacts being produced and the underpinning theory that has informed it.

7. Offer, through extended project work, the opportunities for students to demonstrate fully their abilities to act as independent learners and reflective practitioners.

8. Provide, through extended negotiated projects, opportunities for students to demonstrate their developing autonomous skills and command over the production process for game related assets as both individuals and in groups.

9. Offer, through extended project work, the opportunities to students to communicate their vision and research skills to diverse audiences.

10. Provide students with the opportunities to produce work which relates directly to employment opportunities they have explored within the contemporary games industry.

11. Provide extended opportunities for students to demonstrate their ability to act as independent learners synthesising their knowledge and skills in novel and innovative ways.

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9. Produce work independently and act proactively to achieve high quality outcomes.

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On successful completion of the course, students will be awarded a BSc (Hons) Games Development.

To be awarded BSc (Hons) Games Development (Design) students must have completed 360 credits including all mandatory modules plus Design Methods 1 and Introduction to Non-Digital Game Design at level 4, plus Digital Scripting for Games, Level Design, Advanced Design Methods, and Rapid Game Development at level 5, plus all modules at level 6.

To be awarded BSc (Hons) Games Development (Programming) students must have completed 360 credits including all mandatory modules plus Mathematics and Algorithms and Introduction to Programming at level 4, plus Game Engine Development, Tools Programming, Artificial Intelligence for Games, and Programming for Graphics at level 5, plus all modules at level 6.

Students who leave the course early may be eligible for a DipHE Games Development on successful completion of 240 credits including any mandatory modules at levels 4 and 5, or a CertHE Games Development on successful completion of 120 credits including any mandatory modules at level 4.

Course Delivery
The course is delivered at Ipswich. Students studying full-time on BSc (Hons) Games Development are likely to have approximately 16 contact hours per week for level 4, 14 contact hours per week for level 5 and 4 contact hours per week for level 6. The contact hours will be a mix of lecture, seminar and practical activity. Students will normally be expected to undertake 20 hours of independent study in an average week and nearer 30 per week in the final year, but should be prepared for this to vary based on assignment deadlines and class exercises.

Course Assessment
A variety of assessments will be used on the course to enable students to experience and adapt
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This course is delivered according to the Framework and Regulations for Undergraduate Awards and other academic policies and procedures of the University and published on the website.