Games Design (Technology)

Level one (year one)

- Games Design 1: Introduction to Games Design
- Games Studies 1: Introduction to Game Studies
- Digital Prototyping 1: Wire-framing
- Digital Prototyping 2: The Ludic Sketch
- Asset Creation 1: Art Fundamentals
- Historical Contexts
- Creative Development
- Business Contexts

Level two (year two)

Compulsory

- Games Studies 2: Concepts and Analysis
- Games Design 2: Mechanics and Economies
- Games Development
- Game Engine
- Games Programming

Optional

Choose two from:

- Animation
- Asset Creation 2 : Advanced Techniques
- Games User Research and Experience
- 3D Modelling for Games
- Games Genres
- Setting and World Design

Level three (year three)

Compulsory

- Games Studies 3: Theory of Games Design
- Games Technologies

Optional

Choose one core module from:

- Major Project: Hardware Technology
- Major Project: Software Technology

One from:

- Major Project: Commercial Games
- Major Project: Experimental Games
- Major Project: Game Asset Project
- Major Project: Game Based Learning

- Major Project: Team Project
- Major Project: Traditional Games
- Major Project: Games Analysis Video Essay
- Major Project: Integrated Games Project
- Theory Project: Design
- Theory Project: Business and Development
- Theory Project: People, Communities and Cultures
- Theory project: Game Analysis

Or two from:
- Concept Art Project
- Concept Communication
- Game Analysis Video Essay
- Pyschogeography