Games Design (Art)

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
- Asset Creation 2: Advanced Techniques
- 3D Modelling for Games
- UI Design

Optional
Choose one from:
- Animation
- Games User Research and Experience
- Game Genres
- Setting and World Design
- Game Engine
- Games Development

Level three (year three)
Compulsory
- Games Studies 3: Theory of Games Design
- VFX
- Major Project: Game Art Project

Choose 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
• Psychogeography