

Games Design BA

Level one (year one)

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

Level two (year two)

Compulsory

- Games Design 2: Mechanics & Economies
- Games Studies 2: Concepts & Analysis
- Games Development
- Asset Creation 2: Advanced Techniques

Optional

Select 2 from the following:

- 3D Modelling for Games
- Animation
- Game Engine
- Game Genres
- Game User Research & Experience
- Setting & World Design
- New Hollywood Cinema
- Science Fiction

Level three (year three)

Compulsory

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

Optional

Choose one of the following:

- 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: Game Analysis Video Essay

- Major Project: Integrated Games Project
- Theory Project: Design
- Theory Project: Business & Development
- Theory Project: Game Analysis
- Theory Project: People, Communities & Cultures

Take 1 of the following:

- Major Project: Commercial Games
- Major Project: Experimental Games
- Major Project: Game Asset Project
- Major Project: Game Based Learning
- Major Project: Team Project
- Theory Project: Business & Development
- Theory Project: Design
- Theory Project: Game Analysis
- Theory Project: People, Communities, & Cultures
- Major Project: Traditional Games

Or 2 from

- Concept Art Project
- Concept Communication
- Game Analysis Video Essay
- Psychogeography