

# **Games Design (Studies)**

## **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: Concept and Analysis
- Games Design 2: Mechanics and Economies
- Games User Research and Experience
- Games Genres
- Research Methods

### **Optional**

#### **Choose two from:**

- Animation
- Games Development
- Asset Creation 2 : Advanced Techniques
- 3D Modelling for Games
- Game Engine
- Setting and World Design

## **Level three (year three)**

### **Compulsory**

- Games Studies 3: Theory of Games Design
- Socio-Cultural Studies

### **Optional**

#### **Choose one from:**

- Theory Project: Design
- Theory Project: Business and Development
- Theory Project: People, Communities and Culture
- Theory project: Game Analysis

#### **And 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