

Discover the course that's right for you

	Games Design BA (Hons)	Games Design (Art) BA (Hons)	Games Design (Technology) BA (Hons)	Games Design (Studies) BA (Hons)
Year one				
Asset Creation 1: Art Fundamentals	●	●	●	●
Business Contexts	●	●	●	●
Creative Development	●	●	●	●
Digital Prototyping 1: Wire-framing	●	●	●	●
Digital Prototyping 2: The Ludic Sketch	●	●	●	●
Games Design 1: Introduction to Game Design	●	●	●	●
Games Studies 1: Introduction to Game Studies	●	●	●	●
Historical Contexts	●	●	●	●
Year two				
3D Modelling for Games	○	●	○	○
Asset Creation 2: Advanced Techniques	●	●	○	○
Game Engine	○	○	●	○
Game Genres	○	○	○	●
Games Design 2: Mechanics and Economies	●	●	●	●
Games Development	●	○	●	○
Games Programming			●	
Games Studies 2: Concepts and Analysis	●	●	●	●
Research Methods				●
Setting and World Design	○	○	○	○
UI Design		●		
Year three				
Concept Art Project	○	○	○	○
Concept Communication	○	○	○	○
Film and Video Games	○	○	○	○
Game Analysis Video Essay	○	○	○	○
Games Design 3: Further Design	●			
Games Studies 3: Theory of Games Design	●	●	●	●
Gaming Technologies			●	
Psychogeography	○	○	○	○
Socio-Cultural Studies				●
VFX		●		
Major Project – Commercial Games	○	○	○	○
Major Project – Experimental Games	○	○	○	○
Major Project – Film and Video Games	○	○	○	○
Major Project – Game Art Project		●		
Major Project – Game Asset Project	○	○	○	○
Major Project – Game Based Learning	○	○	○	○
Major Project – Hardware Technology			○	
Major Project – Integrated Games Project	○	○	○	○
Major Project – Software Technology			○	
Major Project – Team Project	○	○	○	○
Major Project – Theory: Design	○	○	○	○
Major Project – Theory: Game Analysis	○	○	○	○
Major Project – Theory: People, Communities, and Cultures	○	○	○	○
Major Project – Traditional Games	○	○	○	○
Major Project – Theory: Business and Development	○	○	○	○

● Compulsory module ○ Optional module