In partnership with

FALMOUTH
UNIVERSITY

CORNWALL COLLEGE

CAMBORNE

Programme Specification

BA (Hons) Games Design for Industry

Academic Year 2024-2025

BICTON COLLEGE   CORNWALL COLLEGE   DUCHY COLLEGE   FALMOUTH MARINE SCHOOL

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Please note:

All the information in this Handbook is correct at the time of printing.

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PROGRAMME SPECIFICATION

Programme Title: BA (Hons) Games Design for Industry

Delivering Site: Cornwall College, Camborne

Start Date: September 2021

First Award Date: July 2023 (FT), July 2024 (PT)

Date of Approval: April 2016 (originally) / Re-approved March 2020

Date(s) of Revision(s) to this Document: 15th December 2019/ 22nd January 2020/ 23rd November 2021/ 11 March 2022

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Section A – Definitive

1. Programme Details

Delivery Site:	Cornwall College
Awarding Body:	Falmouth University
Professional/Statutory Body:	N/A
Language of Study:	English
Name of Final Award:	BA (Hons) Games Design for Industry
Award Title:	BA (Hons) Games Design for Industry
Intermediate Award:	N/A
Mode of study and duration:	Full time Over 1 Year & Part Time Over 2 Years
UCAS Code:	381P
HECOS Code:	101268/ 101020/ 101019
CAH2:	Communications and media
Relevant QAA Subject Benchmark (s):	The framework of Higher Education Qualifications (FHEQ) specifically QAA Subject Benchmarks for: Computing (2019) Art & Design (2017) Communication Media Film and Cultural Studies (2019)
Date of Programme Approval:	April 2016
Date of Programme Review:	March 2020

2. Programme Aims

This programme will deliver:

A1: Knowledge and understanding of games design software and hardware technologies

A2: High level ICT skills with the abilities to adapt to changes in games design software and hardware

A3: Ability to work individually or as part of a team to produce games content

A4: Knowledge and understanding of what it means to be enterprising

A5: Academic and industry research skills necessary for effective lifelong learning

A6: Development of a professional approach to completing work to deadlines

3. Programme Intended Learning Outcomes (ILO)

By the end of this programme the student will be able to:

3.1 Knowledge and Understanding

On successful completion of the programme graduates will have developed

   a) Independently identify and utilise a comprehensive knowledge and understanding of the professional techniques used to create digital games.

   b) Independently identify and utilise knowledge and understanding of specialist skills and technique to the creation of components of digital games, appropriate to pathway.

   c) Effectively employ relevant methods and media evidencing a detailed and comprehensive command of verbal written and visual language in the communication of complex ideas and outcomes.

3.2 Cognitive and intellectual skills

On successful completion of the programme graduates will have developed

   a) Effectively employ suitable methods and knowledge evidencing detailed reasoning, planning and pre-production in the communication of complex ideas and outcomes.

   b) Fully articulate an informed rationale for the direction of an investigation through critical reflection and sound judgement, and evidence the ability to respond to the critical judgements of others.

   c) Independently evaluate appropriate information from a variety of sources that critically informs the direction of an enquiry, demonstrating an ability to organise material into a coherent and persuasive argument.

3.3 Key and transferable skills

On successful completion of the programme graduates will have developed the ability to:

   a) Confidently articulate understanding of the commercial and enterprise context of the games industry and the professional qualities needed for decision-making within that context.

   b) Effectively communicate and interact with other individuals to organise, plan and produce quality outcomes.

   c) Autonomously and collaboratively progress study, set goals and manage workloads and ethics to meet deadlines, accommodate change and effectively present ideas in a variety of situations with minimum support.

3.4   Employment related skills

On successful completion of the programme graduates will have developed

a) Knowledge and understanding of industry standard hardware and software and the ability to independently research and learn new skills and techniques.

b) Effectively follow strict design pipelines in order to complete projects to a high standard and to deadline.

c) Individually and collaboratively manage AGILE processes to communicate, set targets, manage work ethic, meet deadlines and effectively pitch and present ideas and solutions employing a variety of media.

3.5   Practical Skills

On successful completion of the programme graduates will have developed

a) Ability to use a variety of industry standard software and hardware to create quality outcomes.

b) Follow typical industry standard design pipelines having full understanding of all stages of production in the creation of games content and documentation.

c) Confidently articulate an understanding of what is means to be Enterprising and demonstrate professional skills and knowledge to enter the creative industries.

4. Distinctive Features of the programme and the Student Experience

• Small class sizes allow students greater access to staff and extra one to one help, allowing more time to improve the quality of work and to learn even more rapidly.

• Students will gain in depth knowledge of key industry standard software and techniques through working on their chosen career specialisms within large scale team projects, live client briefs and competitions.

• Students will produce innovative working game prototypes for emerging technologies such as virtual reality.

• The production of games and media for clients and the Colleges computer games company will provide students with real world experience of working to strict guidelines and deadlines.

• Students will be encouraged & supported to develop their own independent projects and studios and to engage and network with people & organisations beyond the college.

- Promotion of entrepreneurship and the development of enterprising behaviour to enhance designing, launching and running of a new start up business.

- Promotes the creation of independent games companies in the South West of England in line with other regions such as London, the South and Midlands.

5. Exceptions to Cornwall College Academic Regulations

None.

6. Admissions Criteria

Entry Criteria (Qualifications)	Details
Functional Skills	L2 Literacy and L2 Numeracy
GCSE (or equivalent)	Minimum of Grade C/grade 4 in Maths, English Language
AS/A Levels	HND/Fd - 48 UCAS tariff points to include at least 32 points from A2 level in appropriate subjects
BTEC National Diploma/Extended Diploma	HND/Fd – 48 UCAS tariff points – PPP grades in an appropriate subject
BTEC L3 Diploma	HND/Fd – 48 UCAS tariff points –
BTEC 90 Credit Diploma/Subsidiary Diploma	HND/Fd – 48 UCAS tariff points – in an appropriate subject and considered only with combination of other relevant level 3 qualifications
Access to HE Diploma	Successful completion of Access to HE Diploma with at least 45 credits at level 3 in an appropriate subject
International Baccalaureate	24 points
Irish/Scottish Highers	HND/Fd - 48 UCAS tariff points to include at least 32 points from Scottish Advanced Highers/Irish Highers
Other Level 3 qualifications	Will be taken into consideration and dependent upon subject area and number of units studied
Mature Applicants (over 21)	Mature applicants with relevant experience but without the stated entry qualifications will be considered individually at interview
Accreditation of Prior Learning	
Independent Safeguarding Agency (ISA)/Disclosure and Barring Service (DBS) clearance required	

Entry Criteria (Qualifications)	Details
Capability statement	Disabilities – the course welcomes applications from students with disabilities and is committed to its inclusive policy. In order to be more student-centred, the college requests that all applications be considered individually and in consultation with the programme manager. Candidates with any concerns about this should discuss these issues at interview and enquire about college support systems. The college will undertake to make all reasonable adjustments to facilitate students with disabilities. Within this programme students will be expected to work in teams or as individuals, which will in some instances be filmed in order to allow for personal and group reflection or as part of a pitch/presentation as part of the assessment process.

7. Programme Structure – Full Time

College:	Cornwall College, Camborne	Programme Title:	BA (Hons) Games Design for Industry
Academic Year:	**2024-2025**	**Mode of Attendance** **Course Duration:**	**Full Time Over 1 Year**
Total Credits:		**120 Credits at Level 6**	

FHEQ Level 6: BA (Hons) Games Design for Industry (Full Time)			
F/T Route Year	**Core or Optional Module**	**Credits**	**Module**
1 (AU)	Core	30	CORC380 Honours Team Project 1
1 (AU)	Core	30	CORC381 Game Worlds, Innovation and Production
1 (SP)	Core	30	CORC382 Commercial Games Practice & Enterprise
1 (SP)	Core	30	CORC383 Honours Team Project 2

8. Programme Structure – Part Time

College:	Cornwall College, Camborne	Programme Title:	BA (Hons) Games Design for Industry
Academic Year:	2024-2025	Mode of Attendance Course Duration:	Part Time Over 2 Years
Total Credits:	120 Credits at Level 6		

FHEQ Level 6: BA (Hons) Games Design for Industry (Part Time) (Indicative)			
F/T Route Year	Core or Optional Module	Credits	Module
1 (Autumn)	Core	30	CORC380 Honours Team Project 1
1 (Autumn)	Core	30	CORC381 Game Worlds, Innovation and Production
1 (Spring)	Core	30	CORC382 Commercial Games Practice & Enterprise
1 (Spring)	Core	30	CORC383 Honours Team Project 2

NB: Students have the option of deciding to complete the course, part time, over two years. This would normally depend on numbers and also the student's ability to be able to attend regularly on either a Wednesday or Friday.

9. Programme Learning Outcomes Module Map

Module Codes (include core and optional)	Knowledge & Understanding 3.1			Cognitive & Intellectual Skills 3.2			Key & transferable Skills 3.3			Employment related skills 3.4			Practical Skills 3.5			Compensation Y/N	Assessment Element(s) and weightings [use UNISTATs definition] E1- exam E2 – clinical exam T1- test C1- coursework P1 - practical
Programme Intended Learning Outcomes (refer to section 3)																	
	a	b	c	a	b	c	a	b	c	a	b	c	a	b	c		
Level 6																	
CORC380 Honours Team Project 1		x	x	x		x	x	x		x	x		x	x		N	C1- coursework 75% P1- practical 25%
CORC381 Game Worlds, Innovation and Production	x	x		x		x	x	x		x	x		x	x		N	C1- coursework 100%
CORC382 Commercial Games Practice & Enterprise	x	x	x		x	x	x		x	x		x	x		x	N	C1- coursework 75% P1- practical 25%
CORC383 Honours Team Project 2	x	x			x	x	x		X	x	x		x	x		N	C1- coursework 75% P1- practical 25%

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10. Modes of Delivery and Assessment

Mode of Delivery		
1	Lecture	A presentation or talk on a particular topic. Lectures may follow the traditional model with a member of staff presenting ideas and facts to a group, or may involve other methodologies such as film screenings and discussions. Lectures may involve large audiences or smaller groups, as required by the topic. Take notes and/or record lectures so you can refer back to the information later. Many lectures will have an accompanying presentation which will be made available on the learning space.
2	Seminar	A discussion or classroom session focusing on a particular topic or project. Seminars are sessions that provide the opportunity for students to engage in discussion of a particular topic and/or to explore it in more detail than might be covered in a lecture. A typical model would involve a guided, tutor-led discussion in a small group.
3	Technical workshop	A session involving the development and practical application of a particular skill or technique. Practical workshops will consist of induction or training in technical equipment, production processes, or software. Take notes and/or record workshops so you can refer back to the information later. The skills learnt are critical to the effective delivery of assessment elements and you are expected to work on and develop these skills in your guided independent study time.
4	Tutorial	Tutorials will be held with individual students or small groups. You are able to discuss specific aspects of the module and receive feedback and advice on the assessment elements. Take notes and/or record tutorials so you can refer back to the discussion later. Reflect on the feedback and consider how to implement advice and suggestions to drive your project forward.

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Mode of Assessment		
6	Formative assessment	Formative assessment occurs throughout the module. Student will receive ongoing critical feedback on their work through process discussions, side-coaching or tutorials. Reflect on the feedback and consider how to implement advice and suggestions to drive their project forward. Focus on improving in areas where they need to strengthen their response to the learning outcomes.
7	Summative assessment	Summative assessment occurs at the end of the module. Students will receive critical verbal or written feedback on their work and a grade. Reflect on the feedback and consider how to implement advice and suggestions to improve in the next module. Focus on developing the areas where they need to strengthen their response to the learning outcomes.

Section B – Non Definitive

Progression Route(s) and criteria for final and intermediate awards

On completion of the award students may go on to other post graduate courses such as a variety of Masters Degree or Doctorates etc at Falmouth University such as LaunchPad. This would be subject to the relevant achievement of the Awarding Bodies admissions criteria.

Transitional Arrangement

All new applicants to the programme will enrol onto the newly updated version. There are currently no students on suspension. Any student who fails the academic year at the end of 2019-2020 who could potentially be on a repeat of the academic year will be expected to enrol onto the newly updated version but will be able to APL previously achieved credits. Any student failing a module in semester one will have to continue with that module in semester 2. Any student failing a module in semester two will have to resit that module the following year.

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Work Based/ Related Learning

FHEQ level: 6				
WBL/WRL Activity:	**Prog Aim**	**Prog Intended LO**	**Range of Assessments**	**Related Core Module(s)**
Development of a portfolio of work exploring chosen area of career specialism.	Portfolio as part of module CORC381 Games Worlds, Innovation and Production and research portfolio for CORC380 Honours Team Project 1.	A1, A2, A3, A5	ILO 3.1a, 3.1b, 3.1c, 3.2a, 3.2c, 3.4a, 3.4b, 3.5a, 3.5b	
Production of prototypes.	As part of modules CORC381 Games Worlds, Innovation and Production and CORC380 Honours Team Project 1, teams will develop prototypes based on individual portfolio research and games design documentation	A1, A2, A3, A5,	ILO 3.1b, 3.1c, 3.2a, 3.2c, 3.1b, 3.2a, 3.3b, 3.3c, 3.4a, 3.4b, 3.5a, 3.5b	CORC380 / CORC381 / CORC382 / CORC383
Production of Games design documentation.	As part of modules CORC380 Honours Team Project 1, teams will develop games design documentation ready for the production of a major game in CORC383 Honours Team Project 2	A1, A2, A3, A4, A6	ILO 3.1c, 3.2c, 3.1b, 3.2a, 3.3a, 3.3b, 3.4a, 3.4b, 3.5a, 3.5b	
	Students will visit games and animation festivals etc to gain inspiration from producers and designers. They will attend developer sessions, test games and speak to other industry			

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FHEQ level: 6				
WBL/WRL Activity:	**Prog Aim**	**Prog Intended LO**	**Range of Assessments**	**Related Core Module(s)**
Trips to games conferences/festivals etc.	professionals which will help inform their practice. As part of CORC382 Commercial Games, Practice & Enterprise students will produce a business and launch plan. As part of CORC380 Honours Team Project 1 teams will pitch their major game proposals to a panel.	A1, A2, A3, A4, A6	ILO 3.1a, 3.1b, 3.5c	
Development of business and launch plan, enterprising behaviour.		A4, A5, A6	ILO 3.2c, 3.3a, 3.3c, 3.5c	
Pitches		A1, A2, A3, A4, A5, A6	ILO 3.1b, 3.2a, 3.3b, 3.4a, 3.4b, 3.5a, 3.5b	

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Appendix – Module Details

Module Code	Module Title	Assessment Mode	Short Module Descriptor
CORC380	**Honours Team project 1**	75% (CW) 25% (Practical)	This module enables the student to draw upon specialist and supporting studies to create a coherent integrated major team project. Each student is expected to display analytical and creative skills that demonstrate a level of independent learning, appropriate to level 6 project work. The module will also provide students with opportunities to develop their problem solving and communication skills working both individually and as part of a team. For this module the students will form into creative teams and negotiate and agree a project proposal with their assigned tutor. Roles within the team will be delegated according to relevant career specialism and individuals will carry out intensive research relevant to the framework and concept of their game. Teams will formulate and manage their ideas constructing prototypes before finalising the project proposal and game documentation.
CORC381	**Game Worlds, Innovation and Production**	100% (CW)	This module will allow students to experiment with both hardware and software, in a chosen area of games development, to produce innovative outcomes that develop both the appearance of the game/s and the personality of the content. Team production of prototypes will be explored, as well as a variety of methods to improve immersion, narrative and visual impact. Students will be supported and encouraged to investigate design innovations such as virtual reality, to develop new methods of enhancing gameplay.
CORC382	**Commercial Games Practice & Enterprise**	75% (CW) 25% (Practical)	In this module students will explore, research and consolidate their knowledge and understanding of the enterprise and employment context of the digital games industry. Each student will receive career and business advice specifically tailored to their individual aspirations. Working both as part of a team and individually, on client-based briefs, competitions, and/or via the colleges games design company, whilst preparing and producing a launch plan, along with promotional material to brand and market themselves as professionals within the games design industry.
CORC383	**Honours Team Project 2**	75% (CW) 25% (Practical)	In this module students will explore, research and consolidate their knowledge and understanding of the enterprise and employment context of the digital games industry. Each student will receive career and

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Module Code	Module Title	Assessment Mode	Short Module Descriptor
			business advice specifically tailored to their individual aspirations. Working both as part of a team and individually, on client-based briefs, competitions, and/or via the colleges games design company, whilst preparing and producing a launch plan, along with promotional material to brand and market themselves as professionals within the games design industry.

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