Game Design Programme will introduce you to multiple digital, artistic, and creative experiences that will enable you to develop your skills in the digital art technologies, artistic principles, styles and theories within both Game Design and the broader global creative industries to foster a personal creative identity. Our programme will enable you to develop game designs and digital artwork related to regional, national, and international cultures and practices. Our BA (Hons) Game Design programme responds to the rapidly developing needs of the creative industries including demand for highly skilled professionals and the emergence of new approaches. It prepares you for work in an increasingly challenging and rewarding field by providing you with a clear perspective on current practices in the creative industries. You will be equipped with a broad range of practical and conceptual knowledge and skills specific both to your chosen career and applicable across the wider creative industries.

Module Title	Code	Credits	Summary
2D Game Design Development	ADGMG014 (HE Level 4)	20	This module aims to understand the principles and the practices of game design which is considered a crucial first step in enabling you to build innovative games. In 2D game design they learn the key elements involved in videogame production by creating a digital game. As a group, they will develop a game concept in specialist production teams designed around key game industry roles (e.g., producer, artist, designer, sound engineer, programmer) and they will realise their game vision. They will gain professional skills in the game development process such as managing the game asset pipeline, strategies for meeting deadlines, game development project management techniques.
Art & Sound Design	ADGMG024 (HE Level 4)	20	This module aims to enable you to understand how art and sound perform together as the fundamental building blocks of digital play spaces. Furthermore, you will learn design techniques and processes integral to art and sound design in videogames. You will learn to observe, record, express and represent both objects and sounds. In doing so, you will explore the interrelationship of visuals and audio in the context of videogame development.
Memory Games	ADGMG034 (HE Level 4)	20	This module will focus on the pivotal events in video game history and pay homage to the designers, developers, and players who have made the industry what it is today. Moreover, you will take a personal journey, reflecting on the games they play, see why they began to play them and explore what it is about the games they play that make them continue playing them. Central to this voyage of discovery will be recognizing the crucial role the past plays in shaping the games they are going to create in the future.
Industry & Professional Practice	ADGMG044 (HE Level 4)	20	This module aims to tackle challenges. Through a series of innovative masterclasses, you will gain insight and knowledge from a diverse group of game industry experts. At the same time, you will

			learn the professional codes and conventions of the game industry to develop the professional skills you need to get a job in the game industry.
3D Modeling	ADGMG054 (HE Level 4)		3D Modelling introduces the process of creating models in 3D. You will explore the connections between 2D art and 3D Modelling, examining issues such as perspective, texturing, rendering, and lighting. Skills acquired in the 3D Modelling module will prove invaluable for the next years' production work.
Game Specialism-I	ADGMG064 (HE Level 4)	20	This module aims to develop your core competencies in a specialist industry role by engaging in the real-world work that industry specialism requires. It emphasizes on seeing a shared game development project through from initial idea to final production whilst demonstrating specific competency in a technical discipline. This module will help you to choose one of the following core specialisms: game production and team management, game design, game programming, game art, game research, game audio, and game narrative. Then, you will work in specialist teams to respond to a game development brief. Each specialist team will be led by an industry expert who will draw their own unique experiences to guide you to the effective completion of the brief.
Story Design & 3D Level	ADGMG075 (HE Level 5)	20	The module aims to develop the fundamentals of good writing by focusing more closely on video game-specific mechanics, with an emphasis on practical knowledge, how to work with a writer, what formats you need to understand and how to get a job in the first place. Moreover, it will enhance your design skills by creating a game level in 3D using an industry-recognised game engine. Besides providing you with the practical skills required to effectively create 3D levels, it will introduce two key industry professional skills: pitching and writing design documentation. Before beginning the level production, you will first "pitch" the 3D game their levels will be found in. Then, they will produce effective written documentation to think consistently and critically about ideas of play and playing.
Game Programming-I	ADGMG085 (HE Level 5)	10	This module aims to explore the key concepts in programming and how you can apply them to game projects. The module will provide you with a conceptual understanding of the programming of games, the key project planning, and management skills that you can then apply to next year's advanced game project work. Furthermore, you will further develop your understanding of the fundamentals of game

			programming and the game production processes. You will schedule and accurately track game programming tasks.
Creation-I	ADGMG095 (HE Level 5)	10	This module will enable you to conduct a literature review in their area of interest. This literature review will provide you with the necessary knowledge required to hone your dissertation ideas and prepare your dissertation proposal. It also requires you to take an in-depth look at professional practice, while planning.
Game Programming-II	ADGMG105 (HE Level 5)	10	The module aims to explore contemporary concepts in game development. It will include a comprehensive individual game project which allows you to implement a game on a platform of your choice. It will enable you to gain both the theoretical knowledge and the practical skills you need to develop first-rate games.
Creation-II	ADGMG115 (HE Level 5)	10	This module explores the requirements and expectations of two key levels 6 modules: the dissertation and the Advanced Game Project. This will help you to identify a potential area of interest for the dissertation, synthesize the various kinds of theory that you have encountered so far on the course and, conduct a literature review in the area of your interest. As a result, a literature review will provide you with the necessary knowledge required to hone your dissertation ideas and prepare your proposal. Moreover, the module will enable you to take an in-depth look of your professional practice, while planning your future career.
Game Specialism-II	ADGMG125 (HE Level 5)	20	This module will enable you to embark on game production and team management, game design, game programming, game art, game research, game audio, or game narrative. Each programme will include a set of mini briefs based around current industry practice and trends and that will challenge you to progress on your specialist skills. This module helps you to learn how to navigate the rapidly changing technological advancements characteristic of the fast-paced game industry. By the completion of the module, you will have in your portfolio a selection of game development work that demonstrates you have advanced on the specialist knowledge, and you are well prepared for your final year of study and are highly employable.
Organic Modeling & Animation	ADGMA206 (HE Level 6)	20	In this module, you will embark on an essential game art task: creating an animated story. You will learn advanced character modelling techniques and get to grips with the animation pipeline. Furthermore, you will attend bi-weekly observational and life-drawing

			sessions to support you develop traditional drawing skills which are an essential requirement for game artists. Also, this module will enable you to model almost any form imaginable with the 3D toolsets. This project-based course teaches you the techniques required to solve complex modeling challenges in 3D application.
GMG Dissertation	ADGMG156 (HE Level 6)	40	This module enables you to identify a potential area of interest for the dissertation, synthesis the various kinds of theory that you have encountered so far on the course, and conduct a literature review of your interest area. This literature review will provide you with the necessary knowledge required to hone your dissertation ideas and prepare your dissertation proposal.
GMG Graduation Project–Enquiry & Development	ADGMG166 (HE Level 6)	20	This module aims to develop your professional gaming practice, and your ability to locate your practice within the most challenging formal communication tasks in the game industry: pitching a game concept. Besides, it will emphasise on developing the working methods for the sake of developing and completing self-directed gaming projects within this area.
GMG Graduation Project–Realisation & Refinement	ADGMG176 (HE Level 6)	40	This module aims to develop your professional gaming practice, and your ability to locate your practice within the contemporary gaming industry. It emphasizes on developing the working methods to develop and complete self-directed gaming projects within this area. You will produce a fully resolved body of work which takes into account the requirements of placing the work in the public domain