TO BE SENT TO THE STUDENT IN ADVANCE OF INTERVIEW

Course Title	BA Game Design (Game Dev)

1.	Course Details
	To be a student of TEC Partnership based at University Centre Grimsby studying the course BA Game Design (Game Dev) validated by TEC Partnership.
	The validation document which describes the programme is published on the TEC Partnership website link and is version number v1
	You will be required to complete the following modules:
	Level 4: Game Design Principles – 20 Credits C# Fundamentals for Games – 20 Credits Level Design and Game Worlds – 20 Credits AI Programming Fundamentals – 20 Credits Prototype Production – 20 Credits Node Based Scripting – 20 Credits
	Level 5: Theory of Fun and Games – 20 Credits C++ For Games – 20 Credits Narratives and Games – 20 Credits Advanced Game Systems for Production – 20 Credits Junior Game Dev Production – 20 Credits Advanced AI Behaviours – 20 Credits
	Level 6 Professional Game Concept – 20 Credits Emerging Technology in Games – 20 Credits Senior Game Dev Studio Production – 40 Credits Final Specialist Project – 40 Credits

2.	Student Activities
	To develop Game Design and Game Development skills in alignment with industry practices.
	Contribute and being a part of TEC Partnership while being student in TEC Partnership, by reflecting the sign of professional responsibility, by looking after all departments and sections of TEC Partnership and all the equipment's utilised in the Games Lab.
	Take responsibility for own learning time and direction, within the set Modules and professional development workshops.
	Demonstrate an understanding of and where applicable be able to comply with use of Game Engines, and Software packages for independent development.

	Highlight the responsible understandability by complete academic work; with guidance to respond to questions and address briefs.

To demonstrate time management skills regarding assessed Work and external projects.

Representing renewable self-motivation towards upon successful completion.

Work in diverse groups of students towards assessed work or otherwise.

Demonstrate an effective presentation skill both within and outside a peer group that includes reflective practice.

Work with a selection of industry software that best reflects essential skills within the industry.

Work with Programmers in teams to develop prototype and final game products that reflect industry practices.

Maintain backups of preparatory and assessed work to be carried out in order to avoid any loss of data and/or resources.

Complete work and independent research of skills and development inside and out of the Games Labs.

Take all reasonable steps to comply with the policies and procedures of TEC partnership. |

3.	Following full engagement in the programme, and upon its successful completion, students will:

| No. | Programme Learning Outcomes
By the end of this programme students will be able to: |
|---|---|
| 1. | Critically evaluate game design theories to build professional rationales for design decisions. |
| 2. | Critically analyse complex game design processes throughout game development. |
| 3. | Work independently and within teams to develop project-based solutions to game design briefs. |
| 4. | Apply industry-recognised research methodologies and techniques when designing games. |
| 5. | Critically reflect upon team performance within games design projects to identify areas of strength, and bolster weakness. |
| 6. | Employ and communicate moral, ethical, and legal requirements when developing industry standard practices. |
| 7. | Demonstrate use of study skills and research methodologies to rationalise, analyse and write professionally for industry. |

	8.	Demonstrate professional game programming skills in a variety of languages and engines.
	9	Synthesise industry-standard game programming workflows within modern game engines to fully realise projects.
	10.	Critically reflect on game development skills, covering a range of technologies during the development of industry projects.
	11	Demonstrate professional development of a game development specialism within the games industry using presentation and communication skills.

Qualities	Specific Requirements	Where demonstrated	E	D
Qualifications and Training	80 UCAS points in a Games Design or Computing related subject, or 60 Access-to-HE Credits (of which a minimum of 45 must be at Level 3). English (or equivalent) at Grade D/3, and Maths GCSE (or equivalent) at Grade C/4.	Application	X	
Specialist Knowledge	Knowledge of Game Development, or Game Development Practices.	Interview	X	X
Experience	Evidence of programming skills in either C# or C++.	Application and Interview		X
Skills and Attributes	Ability to persevere when faced with challenging circumstances within projects.	Interview	X	
	Manage own time to work towards multiple tasks to meet multiple deadlines.		X	
	Ability to learn and independently develop programming skills.		X	
	Ability to solve large and complex problems using project management and critical thinking skills		X	
	Ability to self motivate			X
	Ability to work with others at a range of tasks even where there is personal disagreement		X	
Other	Commitment to 20-40 hours a week studying	Interview	X	
	Availability throughout the academic year and potentially the resit period		X	
	Knowledge about the use of Information Communication Technology to allow completion of an academic programme			X
	Student finance applied for or appropriate payment plan in place		X	
	Access to a high power machine, either a desktop or Laptop to be able to continue work outside of hours during study.		X	

Qualities identified and determined by: E = Essential D = Desirable