

## Programme Specification

A Programme Specification provides a concise summary of the main features of a programme and its intended learning outcomes. It is intended to be used by prospective students, current students, academic staff and potential employers.

<b>Programme Title:</b>	
BA 3D Game Art BA 3D Game Art with foundation year	
<b>Programme (AOS) Code(s):</b>	BM13DA1 BM13DA4
<b>UCAS Code:</b>	DGA1/ DGA4
<b>Name of Final Award:</b>	Bachelor of Arts with Honours, BA (Hons)
<b>Level of Qualification:</b>	Level 6
<b>Regime of Delivery:</b>	Attendance
<b>Mode(s) of Delivery:</b>	Full Time
<b>Typical Length of Study (Years):</b>	3 years/ 4 with foundation year
<b>Professional Body Recognition / Accreditation (including specific requirements where applicable):</b>	NA

### Brief Description of the Programme

This course is about generating working 3D assets and artwork for games. They will learn the fundamentals of model creation, animation and level design & layout in their first year. In their second year they will about games engines, their capabilities and asset requirements. They will also learn motion capture and character design. Year 3 is dedicated to project work, students will attempt a set industry style brief, a creative brief, create a detailed piece of individual work and create their industry portfolio.

The focus of the course is on creating a portfolio that is industry ready while also meeting the interests and ambitions of the individual student.

### Programme Aims

- 1 Enable students to perform effectively and creatively in the practice and theory of game art design
- 2 Enable students to appreciate relationships between concepts and practices, both within game art and with other subject areas;
- 3 Enable students to develop intellectual, practical & creative skills appropriate to their future interests and needs in relation to further study, employment, or both.

## Programme Learning Outcomes

The Bucks Graduate Attributes focus on the development of innovative leaders in professional and creative capacities, who are equipped to operate in the 21st Century labour market and make a positive impact as global citizens. The attributes are developed through the programme.

ID	Learning Outcome
On successful completion of the programme a graduate will be able to:	
<b>Graduate Attribute: Knowledge and its application (K)</b>	
K1	Evaluate the appropriateness of different problem solving approaches in a structured manner as applied to the creative processes used.
K2	Use a range of established techniques beyond the context in which they were studied delivering a suitable outcome within a fixed time scale.
K3	Manage and make appropriate use of the interaction between intention, process and outcome to produce work conforming to the standards required by a client.
K4	Demonstrate a systematic understanding of key concepts of the creative process and its limitations.
K5	Engage critically with key thinkers, leading producers, debates and intellectual paradigms within the field of games design
<b>Graduate Attribute: Creativity (C)</b>	
C1	Generate ideas, proposals, and/or solutions independently and/or collaboratively as in response to set briefs
C2	Make sound judgements in the production process, critically evaluating data, arguments and assumptions.
C3	Select and evaluate production techniques consistent with contemporary industry pipelines to produce
C4	Select, experiment with and make appropriate use of materials, processes, technologies and environments showing understanding of quality standards and attention to detail
C5	Initiate and develop distinctive and creative work that effectively utilises relevant technical concepts and theories
<b>Graduate Attribute: Social and ethical awareness and responsibility (S)</b>	
S1	Develop the ability to work productively with others in groups so as to sustain exploratory discussions, plan work and explore diverse opinions with respect and critical acumen
S2	Work collectively on practical tasks and presentations offering and accepting constructive criticism, meeting group deadlines, making decisions and fulfilling group objectives
S3	Work productively in a group or team, assimilating the ideas of others and communicating the results and analysis of work in a structured and coherent manner which is both accurate and reliable.
S4	Understand the implications of IP including the ethical responsibilities associated with working with confidential material.
S5	Anticipate and accommodate change as driven by varying sources such as economic, environmental and ethical.
<b>Graduate Attribute: Leadership and self-development (L)</b>	
L1	Assess and critically evaluate their own work with reference to well established academic and professional paradigms and in the context of contemporary professional practice.

L2	Demonstrate resilience through the ability to manage workload and stress.
L3	Employ a range of established research techniques for projects or creative productions, demonstrating the exercise of personal responsibility and decision making.
L4	Work productively in a group or team, showing abilities at different times to listen, reflect, contribute and lead effectively.
L5	Demonstrate the qualities and collaborative skills necessary for employment and progression to other qualifications requiring the exercise of personal responsibility and decision making.

## Programme Structure

Programmes are structured in stages. The number of stages will vary depending on the mode (e.g. full-time, part-time), duration and location of study which will be detailed in the Programme Handbook.

Modules are set at a specific academic level and listed as either core (compulsory) or optional. The level indicates the relative academic difficulty which will increase through the programme. Passing modules will reward you with academic credit. The amount of credits will depend on the complexity of the module and the level of effort required, which is measured in 'notional learning hours'.

Our [Academic Advice webpages](#) provide more information on the structure of taught awards offered by the University.

*Please note: Not all option modules will necessarily be offered in any one year. Other option modules may also be introduced at a later stage enabling the programme to respond to sector developments.*

### Foundation Level (Optional for students on degree programmes)

Code	Module Title	Credit	Core / Option	Compensable (Normally Yes)
FY026	Preparing for Success Knowledge and Creativity	N/A	C	Yes
FY027	Preparing for Success Self-development and Responsibility	N/A	C	Yes
FY028	Inquiry and Research Skills	N/A	C	Yes
FY006	Digital Media	N/A	C	Yes
FY007	Computing Essentials	N/A	C	Yes

### Level Four

Code	Module Title	Credit	Core / Option	Compensable (Normally Yes)
FX409	3D Modelling & The Pipeline	30	C	Yes
FX410	Texturing & Look Development	15	C	Yes
FX411	Lighting & Rendering	15	C	Yes
FX412	Animation Principles & The Moving Figure	30	C	Yes
FX404	Visual Narrative	15	C	Yes
FX414	Rigging	15	C	Yes

**Level Five**

Code	Module Title	Credit	Core / Option	Compensable (Normally Yes)
FX530	Virtual Environments for Games	30	C	Yes
FX529	Games Engines	30	C	Yes
FX546	Destruction Simulation	15	C	Yes
FX526	Digital Sculpting and Organic Modelling	15	C	Yes
FX527	Groom	15	C	Yes
FX528	Character Clothing and Simulation	15	C	Yes

**Level Six**

Code	Module Title	Credit	Core / Option	Compensable (Normally Yes)
FX605	Industry Production Project	30	C	Yes
FX606	Portfolio Piece	30	C	No
FX607	Creative Production Project	30	C	Yes
FX608	Showreel	30	C	Yes

**Learning and Teaching Activities**

Please see the [Academic Advice pages](#) for a description of learning and teaching activities that are recognised by the University. Detailed information on this specific programme is outlined below:

The teaching and learning is broken into 10 week periods which allow students learn their subject in a formative assessment regime. These are followed by 5 week periods of summative assessment taking the form of projects which bring their new found skills together in a meaningful way and allow them to tackle tasks commonly found in the industry.

At L5 students follow the same basic structure. Projects are individual to enable assessment of learning outcomes. A group project is likely to lead to students only being assessed on some of the learning outcomes.

- Classes will take place in appropriate computer labs
- Workshop Demonstrations for new techniques
- Group work
- 1:1 feedback and support during class time
- Video Feedback
- File reviews
- Course Video Tutorials
- Peer review
- Students will be expected to read magazines, books, watch films, TV, the internet, read / watch making of books and films in order to keep up with the industry as it evolves. There are various websites and blogs that should be tracked.
- Online video tutorials will be used for independent study, especially for mastering new techniques.

- Reading books around the subject is also important, particularly for gaining a historical perspective on the subject which is not directly part of the course but can nevertheless significantly influence the depth of a student's development.
- Placements will be very useful, if they can be obtained. The course is designed to give students access to industry methods and contacts regardless of whether placements can be found.
- Students will need to devote substantial independent study time to practice, extending their knowledge beyond the material taught and refining their skills.
- Students will be given additional workshops from the LDU on academic references, analytical writing and evaluation each year.

Other aspects:

- Students will be encouraged to attend areas of interest on the L5 VFX course to support interest and a broader understanding of the VFX pipeline, where timetabling permits.
- Due to the specialised nature of the software involved the computer labs will be dedicated to the Animation and Visual Effects courses and not available to courses that are able to obtain the software they need in general purpose computer rooms.

### **Additional Course Costs**

There are costs associated with all studies, additional to the tuition fee, which require consideration, when planning and budgeting for expenditure. Costs are indicative and for the total length of the course shown unless otherwise stated and will increase with inflation; depending on the programme they may include equipment, printing, project materials, study trips, placement activities, DBS and/or other security checks.

Students will be able to work in the University on our computers.

Ideally they will also have the following:

- An up-to-date laptop or personal computer with a good processor, a good amount of RAM, a good graphics card and a large hard drive. Approx. £1000 - £1500 depending on budget and spec.
- A drawing tablet and pen. From £50
- A large capacity external hard drive. From £50
- Students may also wish to invest in personal cloud storage. Prices vary, 1TB from £4 per month
- Pen drives for file transfer. 32GB from £5.

### **Contact Hours**

1 unit of credit is the equivalent of 10 notional learning hours. Full time undergraduate students study 120 credits (1200 hours) and full-time postgraduate students study 180 credits (1800 hours) per year or 'stage' of the course.

Course Stage	Scheduled Activities (Hours)	Guided Independent Study (Hours)	Placement / Study Abroad / Work Based Learning (Hours)
Foundation Year	336	864	0
Year One	369	831	0
Year Two	360	840	0
Year Three	360	840	0

## Assessment Methods

The [Assessment and Examination webpages](#) provide further information on how assignments are marked and moderated, including a description of assessment activities. These also include further information about how feedback on assessed work is provided to students, including our commitment to ensure this is provided to students within 15 working days (the 'three-week turnaround').

The following assessment activities are used on this programme:

- Presentations
- Coursework
- Portfolio
- Reflective Learning Journals
- Group work

## Classification

**Calculation of final award:** Level 5 - 33% / Level 6 – 67%

For full details of assessment regulations for all taught programmes please refer to our [Results webpages](#). These include the criteria for degree classification.

## Admissions Requirements

Please see the [Application webpages](#) for more information on how to apply, including a statement on how we support students from a variety of backgrounds. Please also see our [general entry requirements](#) for taught programmes. Applicants who do not meet our published entry requirements are encouraged to contact our admissions team for further advice and guidance.

## Typical applicant profile and any programme-specific entry requirements

Students will need to meet our standard entry criteria and provide a portfolio demonstrating their commitment to the creative arts. The portfolio is expected to vary in format, from drawing portfolios to their own video content. A lecturer will assess the suitability of the portfolio for the course. In certain circumstances a student with an exceptional portfolio should be admitted even if they do not meet the standard entry criteria.

**Do applicants required a Disclosure and Barring Service (DBS) Check?**

**No**

### **Opportunities for students on successful completion of the programme**

This course will prepare students for employment with either large game developers, or smaller independent game studios – or even as talented and in-demand freelancers. Students may also progress onto our MA Previsualization or our MA Visual Effects (subject to validation)

### **Recognition of Prior Learning**

Previous study, professional and / or vocational experiences may be recognised as the equivalent learning experience and permit exemption from studying certain modules. Please refer to our [Credit Accumulation webpages](#) for further guidance.

### **Student Support**

During the course of their studies, students will be supported in the following ways:

- At the start of their studies all students will receive a full **induction** to the programme which will include introduction to the staff responsible for delivering the course, and access to library and IT facilities
- The **Programme Handbook** will outline the exact nature of the course and how it is structured, including the availability of option modules
- Each student will be allocated a **Personal Tutor** who will support their academic development, be able to advise and guide them with their studies and, where necessary, give advice on study options
- Students will be able to access our full range of **support services**, including the Learning Development Unit for skills and study support, the Library, the Careers and Employability Team, Student Finance Team, Accommodation and Counselling Services

### **Programme specific support (if applicable)**

## Appendices

## Quality Assurance

<b>Awarding Body:</b>	Bucks New University
<b>Language of Study:</b>	English
<b>QAA Subject Benchmark Statement(s):</b>	Art and Design (2016)
<b>Assessment Regulations:</b>	<i>Academic Assessment Regulations</i> , accessible via the Academic Advice webpages ( <a href="https://bucks.ac.uk/students/academicadvice">https://bucks.ac.uk/students/academicadvice</a> )
<b>Does the Fitness to Practise procedure apply to this programme?</b>	No
<b>Ethics Sub-committee</b>	
<b>Date Published / Updated:</b>	Sept 2020, March 2021, July 2021
<b>Date programme re-approval required:</b>	Usually six years from date published / approved

## Other awards available on programme (Exit Qualifications)

Please refer to the *Academic Qualifications Framework* for Exit Qualifications recognised by the University and credit and module requirements.

<b>Name of Exit Qualification:</b>	Ordinary Degree
<b>Full name of Qualification and Award Title:</b>	BA 3D Game Art
<b>Credits requirements:</b>	300 Credits, excluding FX606
<b>Module requirements:</b>	ALL 120 Credits at Level 4 ALL 120 Credits at Level 5 PLUS the following Level 6 modules: <ul style="list-style-type: none"> <li>• FX605</li> <li>• FX607</li> <li>• FX608</li> </ul>
<b>Learning Outcome</b>	
K4: Demonstrate a systematic understanding of key concepts of the creative process and its limitations.	
C2: Make sound judgements in the production process, critically evaluating data, arguments and assumptions.	
C5: Make recommendations for improvement in their work and practices demonstrating an understanding of the limits of their own knowledge and the impact this has.	
S1: Understand and implement the social norms of working within a studio based professional environment including responding appropriately to feedback and direction.	
S3: Work productively in a group or team, assimilating the ideas of others and communicating the results and analysis of work in a structured and coherent manner which is both accurate and reliable.	



L1: Assess and critically evaluate their own work with reference to well established academic and professional paradigms and in the context of contemporary professional practice.

L4: Work productively in a group or team, showing abilities at different times to listen, reflect, contribute and lead effectively.

<b>Name of Exit Qualification:</b>	<b>Diploma of Higher Education (DipHE)</b>
<b>Full name of Qualification and Award Title:</b>	<b>DipHE 3D Game Art</b>
<b>Credits requirements:</b>	<b>240 Credits</b>
<b>Module requirements:</b>	<b>ALL 120 Credits at Level 4 ALL 120 Credits at Level 5</b>

#### **Learning Outcome**

C3: Select and evaluate animation techniques consistent with contemporary industry pipelines.

K2: Use a range of established techniques beyond the context in which they were studied delivering a suitable outcome within a fixed time scale.

K5: Engage critically with key thinkers, leading producers, debates and intellectual paradigms within the field of animation.

S3 Work productively in a group or team, assimilating the ideas of others and communicating the results and analysis of work in a structured and coherent manner which is both accurate and reliable.

L4 Work productively in a group or team, showing abilities at different times to listen, reflect, contribute and lead effectively.

<b>Name of Exit Qualification:</b>	<b>Certificate of Higher Education (CertHE)</b>
<b>Full name of Qualification and Award Title:</b>	<b>Cert HE 3D Game Art</b>
<b>Credits requirements:</b>	<b>120 Credits</b>
<b>Module requirements:</b>	<b>ALL 120 Credits at Level 4</b>

#### **Learning Outcome**

K1: Evaluate the appropriateness of different problem solving approaches in a structured manner as applied to the creative processes used.

K2: Use a range of established techniques beyond the context in which they were studied delivering a suitable outcome within a fixed time scale.

K3: Manage and make appropriate use of the interaction between intention, process and outcome to produce work conforming to the standards required by a client.

S3 Work productively in a group or team, assimilating the ideas of others and communicating the results and analysis of work in a structured and coherent manner which is both accurate and reliable.

C1: Generate ideas, proposals, and/or solutions independently and/or collaboratively as in response to set briefs

C4: select, experiment with and make appropriate use of materials, processes, technologies and environments showing understanding of quality standards and attention to detail

S1: Understand and implement the social norms of working within a studio based professional environment including responding appropriately to feedback and direction.

S4: Understand the implications of IP including the ethical responsibilities associated with working with confidential material

L1: Assess and critically evaluate their own work with reference to well established academic and professional paradigms and in the context of contemporary professional practice.

L3: Employ a range of established research techniques for projects or creative productions, demonstrating the exercise of personal responsibility and decision making.