

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.

Programme Title:	
MA Advanced 3D Game Art	
Programme (AOS) Code(s):	MM13DA9
UCAS Code:	
Name of Final Award:	Master of Arts, MA
Level of Qualification:	Level 7
Regime of Delivery:	Flexible & Distributed Learning: Online Learning
Mode(s) of Delivery:	Full Time
Typical Length of Study (Years):	1
Professional Body Recognition / Accreditation (including specific requirements where applicable):	NA

Brief Description of the Programme

Students will begin by researching their field of interest in game art and game production, looking at both historical and contemporary practice. They will then create a small original sample game art of their own derived from their research work which will help to establish the and personalise the overall direction of their studies and practice.

Students will then look in depth at character creation and game environments which make up the bulk of the artwork of a 3D game.

This degree is aimed at students who have already mastered animation tools to a good extent, and are looking to focus their efforts on creating professional standard work that is highly creative and expressive.

Preproducing and producing a completed game art project comprises the rest of the course. The preproduction phase will enable students to explore the technical and artistic challenges they will encounter and get themselves fully prepared to enter the production phase in which they will create their final major project.

This course will be delivered online.

Programme Aims

- 1 Engender a critical understanding of games art and visual story telling techniques.

2	Raise a critical awareness of development and production processes required within the world of game art.
3	Develop conceptual understanding that enables the student to evaluate methodologies employed within game art and related industries and to develop critiques of them.
4	Develop a critical awareness of the evolving technologies used in game art and their implementation.

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:	
Graduate Attribute: Knowledge and its application (K)	
K1	Demonstrate a thorough knowledge and understanding of the processes and techniques currently practised in the game art Industry in order to produce visually effective and technically viable solutions.
K2	Implement the knowledge and understanding required to manage complex technical and creative challenges both systematically and creatively.
K3	Communicate the outcomes, processes, and conclusions of practical and theoretical work clearly to specialist and non-specialist audiences, both within the games industry and beyond.
Graduate Attribute: Creativity (C)	
C1	Demonstrate self-direction and originality in tackling and solving creative and technical problems, both in the context of working as a freelance game art professional and in other creative industry employment contexts.
C2	Deploy critical self-evaluation in relation to own creative output.
C3	Use established techniques of research and enquiry to inform their practical approach to storytelling for game art.
C4	Systematically link critique of own creative works to the practice of revision and editing.
Graduate Attribute: Social and ethical awareness and responsibility (S)	
S1	Demonstrate a broader industrial and academic awareness of the context within which game artists practice their trade.
S2	Employ social and ethical awareness when critiquing creative industries, professional practices therein and research sources.
S3	Apply critical insight to strategies for targeting creative solutions to budgets.
Graduate Attribute: Leadership and self-development (L)	
L1	Critically evaluate the relationship between research into and development of creative works.
L2	Systematically adhere to industry standards in the development, production, distribution and promotion of confidential material and related intellectual properties
L3	Take responsibility for the management and production of creative work targeted to a variety of audiences.

L4	Systematically appraise standards of own and other people's work as suitable for use within the creative industries.
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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.

Level 7

Code	Module Title	Credit	Core / Option	Compensable (Normally Yes)
FX713	Research and Experimentation	30	C	Yes
FX718	Character Creation	30	C	Yes
FX719	Game Environments Group Project	30	C	Yes
FX716	Preproduction	30	C	Yes
FX717	Production Project	60	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 MA Advanced 3D Game Art degree incorporates a wide variety of teaching and learning methods:

- Online seminars and 1:1s, where we aim to create an ambience where students can express themselves in any form and understand the nature of working in the industry. Students will be challenged to justify their story telling choices in front of the group, as well as assessing other students work, making them aware of the importance of cultivating their own artist voice.
- Students will work individually and collaboratively to develop their projects.
- Students will work to tight deadlines to present their projects and have regular dailies in which work will be reviewed and formative feedback given.
- Professional master-classes, and related that may not fit into regular timetabled hours but require independent learning and practice, in the form of:
 - Wider reading and preparation for lectures.
 - Critiquing colleagues' work.

- Visualisation of proposed material.
- Where possible and appropriate we will link students into attendance events and visits via online collaboration software. This will mean online students do not miss out on events taking place at the university except on occasions where it is not practicable to set up a laptop or other portable device.
- Students will have access to a closed online social group which will help to foster a sense of community.

During the degree, learning will include (but will not be limited to):

- Software skills
- Research skills
- Critical evaluative skills
- Creativity
- Project management
- Presentation skills
- Entrepreneurial skills

Students will be given access to 2 * 2 hour synchronous sessions per week with a lecturer who will be online throughout over the full 15 weeks of the modules except for the final production project. During these synchronous sessions, students will have the opportunity to ask questions to the lecturers and get real time responses and feedback. Normally these will begin with a group seminar and then break into 1:1 sessions where students will have the opportunity to discuss their individual progress. This structure will enable lecturers to respond to the evolving needs of the group. Sometimes these seminars will be used for presentations and review, in a manner that mimics the dailies process in industry.

These collaborative online sessions will foster a sense of academic community, clarify assessment expectations and enhance the overall learning experience. They will play a key role in fostering a sense of a learning community and the opportunity for real-time dialogue between tutor and students. Clear links will be made between online learning activities, discussion activities and formative support of the students' assessed work (feed forward).

In addition to this there will be some lecture content that will be focused on the clarification and expansion of key concepts and techniques, made available by video to help guide students through the unit. This learning will be facilitated via an online learning platform, where students work through a set of recorded lectures which will each be on average approximately 10 minutes in length. These will be delivered as appropriate to each individual module.

Students will be able to submit their work for asynchronous formative review which will be delivered as a video commentary on their work.

Each week students will be set a task related to the weekly content or be working towards their own project objective as agreed with the lecturers. Students will be able to complete their work using software accessed via the Bucks Anywhere service, which provides remote access, from any location, to a catalogue of University software applications for students using personal or Bucks devices. They will also be able to remotely access our VDI, which is a powerful computer that will give them access to all the software relevant to the course.

Students will also be expected to join a closed online group where they will be able to discuss the work and ask questions throughout the week. It is expected that both lecturers and students will contribute and answer questions. This will also be a place for students to post their work for peer discussion and review.

Students will also be invited to join additional groups where they will be able to meet the other students taking our animation, visual effects, game art, visualisation courses, both MA and BA, online and attendance. These help to foster a sense of online community and are also places where extra-curricular collaborative projects, such as game jams take place. They will also be able to meet our alumni in these broader forums. All forums are moderated by the lecturers.

The outputs for this degree are projects accompanied by either a presentation or a written report. For all modules students will be expected to keep a learning journal as a record of their week to week work. The learning journal will not be directly assessed but used as a record / source of evidence for their written / presented work. Where students work in groups they will be expected to present their achievements as individuals, focussing on their own contribution to the final output.

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 have access to industry standard software via the BucksAnywhere platform and will also be able to log in remotely to our virtualised computer system where they will be able to run our software on our systems over the internet

- Every student will need a computer or similar (e.g. a laptop) in order to take notes and develop their work. This will need to be able comfortably run an internet browser and standard office software. They will be able to use this to remotely access our systems if they do not have a high spec laptop
- Optionally students may wish to purchase an up-to-date laptop or personal computer with a good processor, a good amount of RAM (ideally 16GB and upwards), a good graphics card and a large hard drive. Approx. £1500 - £2500 depending on budget and spec.
- Graphics tablet (£50 -100)
- A good internet connection
- The university provides 1TB of online storage, however this can be slow when working with very large files, a faster 1TB or more external storage drive would be beneficial for quick backup and archiving (£50 – 100)

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)
Year One	390	1410	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:

Essays – This will be mainly in the form of written documents, where students will be required to present research material in specific subjects and edit it to fit the desired outcomes. Students will be asked to write in depth about particular topics and questions and will be expected to draw upon and reference a wide range of evidence or sources to support the answer/s. Essays will be informed by contemporary theoretical discourse and evaluated under academic standards.

Journals– Students will be expected to keep learning journals in the form of written or video, of their research and processes on each module.

Presentation Assessment – Throughout the degree, students will be expected to produce coursework and present it to a panel, which will assess and mark it.

Practical Skills – Students will be challenged to produce industry-standard results with the same sort of time constraints imposed by industry. Students will have access to industry standard software which will help prepare them for the workplace

Formative feedback on work in progress will be given by lecturers and, where possible, industry professionals, while summative assessment will be supported and undertaken by suitably qualified University appointed academic tutors.

Classification

Calculation of final award:

The calculation of this award is L7= 100%

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

This course is aimed at graduates from relevant Bachelor's degree programmes, industry-based practitioners from related fields or those who can demonstrate some degree of accomplishment in this area and whose aim is to develop their skills with a view to reaching production standards required within the industry. It would be expected that the students have a good basic understanding of 3D modelling and texturing as well as experience using Maya before applying for this course.

Skills and knowledge of applicants will be assessed by the course team via interview, which will be mandatory for all applicants regardless of prior qualifications. Where applicants have achieved a relevant degree this will be a more straight forward process, whereby the interviewer will seek to confirm the suitability of the course to the applicant. Where there is no such prior qualification the interviewer will seek to ascertain the suitability of an applicant via scrutiny of both the quality of a creative portfolio and the academic credentials of the applicant as regards their suitability for Masters level study.

Applications are welcomed from students from all around the world with an interest in the film industry and a 3D background. If English is not the students first language, and IELTS score of 6.0 or equivalent is essential.

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

No

Opportunities for students on successful completion of the programme

Typical work opportunities for graduates would include:

- Modeller, texture artist, rigger in film, television, web, or games
- Previs artist
- Cinematics artist
- Generalist 3D artist
- Virtual production artist

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)

NA

Appendices

Quality Assurance

Awarding Body:	Buckinghamshire New University
Language of Study:	English
QAA Subject Benchmark Statement(s):	QAA Master's Degree Characteristics Statement (2015)
Assessment Regulations:	<i>Academic Assessment Regulations</i> , accessible via the Academic Advice webpages (https://bucks.ac.uk/students/academicadvice)
Does the Fitness to Practise procedure apply to this programme?	No
Ethics Sub-committee	Media and Creative Industries
Date Published / Updated:	
Date programme re-approval required:	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.

Name of Exit Qualification:	Postgraduate Certificate (PGCert)
Full name of Qualification and Award Title:	Postgraduate Certificate in Advanced 3D Game Art
Credits requirements:	60 Credits
Module requirements:	<ul style="list-style-type: none"> Any 60 credits excluding Production Project module
Learning Outcome	
Demonstrate an advanced knowledge and understanding of game art processes and techniques currently practised in the previsualisation Industry.	
Implement the knowledge and understanding required to manage complex technical and creative challenges both systematically and creatively.	
Use established techniques of research and enquiry to inform their practical approach to storytelling for animation.	
Demonstrate a broader industrial and academic awareness of the context within which previsualisation artists practice their trade.	

Name of Exit Qualification:	Postgraduate Diploma (PGDip)
Full name of Qualification and Award Title:	Postgraduate Certificate in Advanced 3D Game Art
Credits requirements:	120 Credits
Module requirements:	<ul style="list-style-type: none"> Any 120 credits excluding Production Project module

Learning Outcome

Demonstrate an advanced knowledge and understanding of game art processes and techniques currently practised in the previsualisation Industry.

Implement the knowledge and understanding required to manage complex technical and creative challenges both systematically and creatively.

Deploy critical self-evaluation in relation to own creative output.

Use established techniques of research and enquiry to inform their practical approach to storytelling for game art

Demonstrate a broader industrial and academic awareness of the context within which game art artists practice their trade.

Demonstrate social and ethical awareness when critiquing creative industries, professional practices therein and research sources.

Systematically adhere to industry standards in the development, production, distribution and promotion of confidential material and related intellectual properties