

UNIVERSITY FOR THE CREATIVE ARTS

PROGRAMME SPECIFICATION FOR:

MA GAMES DESIGN

PROGRAMME SPECIFICATION [ACADEMIC YEAR 2018/19] – subject to validation

This Programme Specification is designed for prospective students, current students, academic staff and potential employers. It provides a concise summary of the main features of the programme and the intended learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided. More detailed information on the teaching, learning and assessment methods, learning outcomes and content of each unit can be found in the Unit Descriptors.

Section A – Material Course Information

Validating Body	University for the Creative Arts ¹		
Teaching Body	University for the Creative Arts		
Final Award Title and Type	Master of Art		
Course Title	Games Design		
Course Location and Length	Campus: Farnham	Length: Full-time: 1 year	
Mode of Study	Full-time	<input checked="" type="checkbox"/>	Part-time
Period of Validation	<i>TBC – subject to validation</i>		
Name of Professional, Statutory or Regulatory Body	Not applicable		
Type of Accreditation	Not applicable		
Accreditation due for renewal	Not applicable		
<p>Entry criteria and requirements²</p> <p>A good Honours degree (normally 2:1 or above) or equivalent qualification in the subject or a related discipline, and/or; relevant work experience, demonstrating an ability to study at postgraduate level.</p> <p>Consideration will also be given to applicants who present a degree with a lower classification, but can make a strong case for admission in relation to a particular project and can demonstrate their potential to satisfactorily complete the course.</p> <p>and/or Relevant work experience, demonstrating your ability to study at postgraduate level.</p> <p>Portfolio For this course, we'll require you to attend an Applicant Day and bring your portfolio for assessment*. Further information on how to compile a portfolio and the specific requirements for examples of work to be included will be provided on the Applicant Portal after you've applied. * or submit a portfolio electronically.</p> <p>Minimum English language requirements If your first language is not English a certificate is required as evidence that you have an average IELTS score of 6.0 or equivalent. If you are applying as an international student from a country outside the EU and require a visa to study in the UK, you will also need a minimum of 5.5 in each individual component.</p>			

¹ Regulated by the Higher Education Funding Council for England

² This should be the standard University Criteria unless otherwise approved by the Academic Board and include UCAS entry profile for undergraduate courses.

Overall methods of assessment ³ - <i>Estimated – subject to validation</i>	Written exams:	Practical exams:	Coursework:
Course	0%	0%	100%
	0%	0%	100%
	0%	0%	100%
Overall Learning & Teaching hours ⁴ <i>Estimated – subject to validation</i>	Scheduled:	Independent:	Placement:
Course	30%	70%	0%
	540 hours	1,260 hours	0 hours
General level of staff delivering the course ⁵	The University's current recruitment policy for Lecturers and Senior Lecturers states that they must have either an MA or equivalent professional practice in a relevant discipline or field. All lecturing staff are encouraged to work towards a teaching qualification or professional Recognition by the Higher Education Academy and this is a requirement for Senior Lecturers. Senior Lecturers are required to be professionally active or engaged in research in their discipline. All Lecturers and Senior Lecturers undertake scholarship in their disciplines. There are also Sessional Staff to link courses with professional practice and Technicians to provide technical support.		
Language of Study	English		
Subject/Qualification Benchmark Statement: QAA Subject Benchmark Statement for Master's Degrees in Computing, 2011 QAA Master's Degree Characteristics Statement, September 2015			
Framework for Higher Education Qualifications (FHEQ):			

The course structure

The structure of all of the University's awards complies with the University's [Common Credit Framework](#). The Common Credit Framework includes information about the:

- Rules for progression between the stages of a course;
- Consequences of failure for reassessment, compensation and exit awards;
- Calculation and classification of awards;

The proposed list of units below are subject to validation.

Unit codes and titles	Level	Credit value	Elective/ Core	Most popular student choice of

³ As generated by the most popular unit descriptors and calculated for the overall course stage data.

⁴ As generated by the most popular unit descriptors and calculated for the overall course stage data.

⁵ Include general information about the experience or status of the staff involved in delivering the course, for example Professor, Course Leader, Senior Lecturer

				optional elective units or elective options in core units?
Thinking, Prototyping and Practice	7	30	Core	N/A
Audiences and Experiences	7	30	Core	N/A
Real and Virtual Worlds	7	30	Core	N/A
Self-Initiated Project Development	7	30	Core	N/A
Realisation and Dissemination	7	60	Core	N/A