



UNIVERSITY OF
PORTSMOUTH

COURSE SPECIFICATION

BSc (Hons) Computer Games Production

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COURSE SPECIFICATION

Course Title	<i>BSc (Hons) Computer Games Production</i>
Final Award	<i>BSc (Hons)</i>
Exit Awards	<i>CertHE, DipHE, BSc</i>
Course Code / UCAS code (if applicable)	<i>U3301PYC / I601 U3301PTC</i>
Mode of study	<i>Full time, Part time</i>
Mode of delivery	<i>Campus</i>
Normal length of course	<i>3 years, 4 years with placement, 6 years part time</i>
Cohort(s) to which this course specification applies	<i>September 2022 intake onwards</i>
Awarding Body	<i>University of Portsmouth</i>
Teaching Institution	<i>University of Portsmouth</i>
Faculty	<i>Creative and Cultural Industries</i>
School/Department/Subject Group	<i>Creative Technologies</i>
School/Department/Subject Group webpage	<i>School of Creative Technologies</i>
Course webpage including entry criteria	<i>BSc (Hons) Computer Games Production</i>
Professional and/or Statutory Regulatory Body accreditations	<i>TIGA (The Independent Games Developers Association: tiga.org²)</i>
<u>Quality Assurance Agency Framework for Higher Education Qualifications (FHEQ) Level</u>	<i>Level 6</i>

This course specification provides a summary of the main features of the course, identifies the aims and learning outcomes of the course, the teaching, learning and assessment methods used by teaching staff, and the reference points used to inform the curriculum.

This information is therefore useful to potential students to help them choose the right course of study, to current students on the course and to staff teaching and administering the course.

Further detailed information on the individual modules within the course may be found in the relevant module descriptors and the Course Handbook provided to students on enrolment.

Please refer to the [Course and Module Catalogue](#) for further information on the course structure and modules.

² <http://tiga.org>

Educational aims of the course

The Computer Games Production Programme aims to:

- Equip students to work as Games Producers, Project Managers or Product Owners in the global leisure or simulation software industry, including enterprise and entrepreneurial skills, while ensuring familiarity with other related skill sets (such as Game Art, Game Design, Game Programming and Ethical Considerations).
- Provide a challenging, stimulating and self-rewarding study environment.
- Provide a framework whereby individual study paths may be forged based on choice from a range of options.
- Enable students to broaden their studies by including study modules (such as a language) from outside their discipline as substitutes for degree option choices.
- Accommodate student needs in relation to maximising their career potential by enabling them to develop knowledge, understanding and skills in their chosen subject area, using the latest software and hardware technologies.
- Promote career aspirations by including study topics on industrial professional practice and study skills.

Course Learning Outcomes and Learning, Teaching and Assessment Strategies

The [Quality Assurance Agency for Higher Education \(QAA\)](#) sets out a national framework of qualification levels, and the associated standards of achievement are found in their [Framework for Higher Education Qualifications](#) document.

The Course Learning Outcomes for this course are outlined in the tables below.

A. Knowledge and understanding of:

LO number	Learning outcome	Learning and Teaching methods	Assessment Methods
A1	Managing and understanding computer game production processes and how they apply to game genres. Including the production and management of game assets.	Lectures, Tutorials, Workshops, Self-Directed Study, Peer Support, Project Work, Group Work	Coursework Projects including Report and Artefact, Presentations, Portfolio
A2	Computer software tools used to plan and execute material for producing computer games.	Lectures, Tutorials, Workshops, Self-Directed Study, Peer Support, Project Work, Group Work	Coursework Projects including Report and Artefact, Presentations, Portfolio
A3	Creative games design within software and technological constraints.	Lectures, Tutorials, Workshops, Self-Directed Study, Peer Support, Project Work, Group Work	Coursework Projects including Report and Artefact, Presentations, Portfolio
A4	Business planning, project management and ethical considerations.	Lectures, Tutorials, Workshops, Self-Directed Study, Peer Support, Project Work, Group Work	Coursework Projects including Report and Artefact, Presentations, Portfolio, Case Studies
A5	Management and evaluation of game related projects.	Lectures, Tutorials, Workshops,	Coursework Projects including Report and

		Self-Directed Study, Peer Support, Project Work, Group Work	Artefact, Presentations, Portfolio, Case Studies
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B. Cognitive (Intellectual or Thinking) skills, able to:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
B1	Analyse and evaluate computer games and game genres.	Lectures, Tutorials, Workshops, Self-Directed Study, Peer Support, Project Work, Group Work	Coursework Projects including Report and Artefact, Presentations, Portfolio
B2	Select appropriate computer software processes to realise game mechanisms, dynamics, graphics, sounds and effects.	Lectures, Tutorials, Workshops, Self-Directed Study, Peer Support, Project Work, Group Work	Coursework Projects including Report and Artefact, Presentations, Portfolio, Case Studies
B3	Develop critical skills with regards to literature searching, appraising and evaluating from a variety of sources and synthesising the results. Develop general abilities of an intellectual, analytical, creative and problem-solving nature.	Lectures, Tutorials, Workshops, Self-Directed Study, Peer Support, Project Work, Group Work	Coursework Projects including Report and Artefact, Presentations, Portfolio, Dissertation
B4	Integrate common skills into all tasks, which are both necessary and appropriate for a reflective and professional practitioner in the computer games industry and other industries that use these technologies. Apply professional codes of conduct and appreciate the ethical considerations that underpin them.	Lectures, Tutorials, Workshops, Self-Directed Study, Peer Support, Project Work, Group Work	Coursework Projects including Report and Artefact, Presentations, Portfolio
B5	Critically appraise the effects upon society of technical and technological development and professional conduct in relation to society's increased use of computer game technology.	Lectures, Tutorials, Workshops, Self-Directed Study, Peer Support, Project Work, Group Work	Coursework Projects including Report and Artefact, Presentations, Portfolio, Case Studies

C. Practical (Professional or Subject) skills, able to:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
C1	Explore, develop, exchange and communicate complex information and concepts expressed in various forms.	Lectures, Tutorials, Workshops, Self-Directed Study, Peer Support, Project Work, Group Work	Coursework Projects including Report and Artefact, Presentations, Portfolio, Case Studies, Dissertation
C2	Make a presentation about a complex subject.	Lectures, Tutorials, Workshops, Self-Directed Study, Peer Support, Project Work, Group Work	Formative: Peer Critique Summative: Presentation, Case Studios, Dissertation
C3	Write different types of documents (especially game design documentation), read and synthesise information.	Lectures, Tutorials, Workshops, Self-Directed Study, Peer Support, Project Work, Group Work	Coursework Projects including Report and Artefact, Dissertation
C4	Reflectively agree project targets with others, plan how these will be met and evaluate progress towards them.	Lectures, Tutorials, Workshops, Self-Directed Study, Peer Support, Project Work, Group Work	Group Coursework Presentations, Case Studies, Dissertation
C5	Use appropriate software tools to create material appropriate for use in the production of a computer game.	Lectures, Tutorials, Workshops, Self-Directed Study, Peer Support, Project Work, Group Work	Coursework Projects including Report and Artefact, Presentations, Portfolio

D. Transferrable (Graduate and Employability) skills, able to:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
D1	<p>Communicate effectively in appropriate forms and mode to meet defined objectives.</p> <p>Work in teams to achieve goals but nevertheless be distinctly individual. Work towards achieving agreed objectives, seek to establish, maintain cooperative working relationships in meeting responsibilities.</p>	Lectures, Tutorials, Workshops, Self-Directed Study, Peer Support, Project Work, Group Work	Coursework Projects including Report and Artefact, Presentations, Portfolio, Case Studios, Dissertation
D2	<p>Read and understand documents related to software products and client briefs or specifications.</p>	Lectures, Tutorials, Workshops, Self-Directed Study, Peer Support, Project Work, Group Work	Coursework Projects including Report and Artefact, Presentations, Dissertation
D3	<p>Use information technology to handle data, simulation and assist with design and testing.</p>	Lectures, Tutorials, Workshops, Self-Directed Study, Peer Support, Project Work, Group Work	Coursework Projects including Report and Artefact, Presentations, Portfolio, Case Studies
D4	<p>Assess problem domains and formulate appropriate problem-solving strategies that build on previous experience in order to generalise.</p> <p>Build on previous experience in order to generalise ideas and skills.</p>	Lectures, Tutorials, Workshops, Self-Directed Study, Peer Support, Project Work, Group Work	Coursework Projects including Report and Artefact, Presentations, Portfolio, Case Studies, Dissertation
D5	<p>Demonstrate productive capability in the placement setting where this is applicable and demonstrate productive capability within groups during problem-based learning.</p>	Lectures, Tutorials, Workshops, Self-Directed Study, Peer Support, Project Work, Group Work	Formative: Oral Presentations Summative: Placement Report, Case Studies, Portfolio

Academic Regulations

The current University of Portsmouth [Academic Regulations](#) will apply to this course.

Support for Student Learning

The University of Portsmouth provides a comprehensive range of support services for students throughout their course, details of which are available at the [MyPort](#) student portal.

In addition to these University support services this course also provides access to:

CCI Creative Careers: Support to add degree-related and relevant work experience for CV building including a work placement year, summer or short internships and part-time work.

CCI Creative Skills: One to one support sessions and group tutorials in creative software and skills relevant to CCI courses and future careers.

CCI Academic Skills: Access to resources to support learning strategies and techniques through one to one tutorials or group workshops.

CCI Student Support Advisor: Help to find appropriate academic, pastoral or practical support.

Specialist equipment and facilities relevant to the course.

Evaluation and Enhancement of Standards and Quality in Learning and Teaching

The University of Portsmouth undertakes comprehensive monitoring, review and evaluation of courses within clearly assigned staff responsibilities. Student feedback is a key feature in these evaluations, as represented in our [Policy for Listening to and Responding to the Student Voice](#) where you can also find further information.

Reference Points

The course and outcomes have been developed taking account of:

- [University of Portsmouth Curriculum Framework Specification](#)
- [University of Portsmouth Strategy](#)
- [University of Portsmouth Code of Practice for Work-based and Placement Learning](#)
- [Quality Assurance Agency UK Quality Code for Higher Education](#)
- [Quality Assurance Agency Qualification Characteristic Statements](#)
- [Quality Assurance Agency Subject Benchmark Statement: Computing, Art and Design, and Communication, Media, Film and Cultural Studies](#)
- [Quality Assurance Agency Framework for Higher Education Qualifications](#)
- Requirements of Professional and/or Statutory Regulatory Bodies: **TIGA**
- Vocational and professional experience, scholarship and research expertise of the University of Portsmouth's academic members of staff
- National Occupational Standards
- Creative Skillset accreditation guidance documentation on programming and art
- TIGA accreditation guidance documentation

Disclaimer

The University of Portsmouth has checked the information provided in this Course Specification and will endeavour to deliver this course in keeping with this Course Specification. However, changes to the course may sometimes be required arising from annual monitoring, student feedback, and the review and update of modules and courses.

Where this activity leads to significant changes to modules and courses there will be prior consultation with students and others, wherever possible, and the University of Portsmouth will take all reasonable steps to minimise disruption to students.

It is also possible that the University of Portsmouth may not be able to offer a module or course for reasons outside of its control, for example, due to the absence of a member of staff or low student registration numbers. Where this is the case, the University of Portsmouth will endeavour to inform applicants and students as soon as possible, and where appropriate, will facilitate the transfer of affected students to another suitable course.

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