COURSE SPECIFICATION

Course Aim and Title	BA (Hons) 3D Game Art
Intermediate Awards Available	BA 3D Game Art DipHE 3D Game Art CertHE
Teaching Institution(s)	UEL
Alternative Teaching Institutions (for local arrangements see final section of this specification)	N/A
UEL Academic School	Arts & Creative Industries
UCAS Code	G471
Professional Body Accreditation	None
Relevant QAA Benchmark Statements	Computing (2019), Art and Design (2019)
Additional Versions of this Course	BA (Hons) 3D Game Art with Foundation Year BA (Hons) 3D Game Art with Placement Year
Date Specification Last Updated	20/01/22

Course Aims and Learning Outcomes

This course is designed to give you the opportunity to:
- Evaluate and use 3D tools and technologies to produce appropriate 3d game ready assets
- Develop skills in 3D asset creation and development practice such as iterative targeted design, planning, development, and communication
- Develop critical practice skills in 3D game art - not solely vocational 'how-to' skills but also the ability to think critically about 'why' and 'with what effect'
- Develop the ability to work both independently and as part of a design and development team

What you will learn:

Knowledge
- Skills in operating 3D game art related technologies and assessing their advantages and disadvantages
- Theories of art, sculpting, asset design, character design, environment design and technical art.
- Ethical, legal and professional responsibilities of new media professionals.

Thinking skills

- Use theoretical concepts and perspectives to explain processes within 3D asset creation.
- Evaluate the relationship between theory and creative practice in the field of 3D game art.
- Gather, analyse and comment critically on ideas associated with 3D asset creation using both traditional and modern sources
- Critically evaluate various approaches to 3D game art and development

Subject-Based Practical skills
- Design and create 3D assets, ideas and appropriate textures/materials for a variety of audiences and sectors.
- Learn to use professional level software applications appropriate to 3D game art
- Ability to use programming scripting languages to design and develop tools appropriate within the 3D art pipeline

Skills for life and work (general skills)
- Understand and utilise different research approaches
- Work in a group and solve problems associated with group activities
- Understand project management methods and its application to one's own planning and development
- Ability to create, write and present documents, presentations, and own work.

Learning and Teaching

Knowledge is developed through
- Formal, interactive lectures and seminars
- Guided reading
- Group discussions and informal presentations
- Knowledge-based activities with feedback
- Online discussions and activities
- Individual tutorials and independent learning

Thinking skills are developed through
- Reflective activities with feedback
- Online discussions and activities
- Analysis of practical and theoretical issues
- Debates and discussion involving outside speakers
- Project supervisor

Practical skills are developed through
- Software activities with feedback
- Research skills-based activities with feedback
- Supervised and unsupervised workshops
- Online activities with feedback

Skills for life and work (general skills) are developed through
- The use of multiple tools and technologies

- Planning activities with feedback
- Project work

Assessment

Knowledge is assessed by
- Coursework
- Reviews
- Presentations
- Reports
- Project work

Thinking skills are assessed by
- Coursework
- Reviews
- Presentations
- Reports
- Project work

Practical skills are assessed by
- Practical projects and production processes
- Ability to demonstrate the use of appropriate software and hardware to produce a product
- Portfolio completion
- Demonstrating competency in workshops

Skills for life and work (general skills) are assessed by
- Project work
- Involvement and contribution to seminar/workshop sessions
- Strict assignment deadlines
- Involvement and contribution to group work

Students with disabilities and/or particular learning needs should discuss assessments with the Course Leader to ensure they are able to fully engage with all assessment within the course.

Work or Study Placements

Simulated live briefs form a compulsory part of your studies as well as the promotion and develop of your personal portfolios thus allowing you to apply for internships and junior positions within the game industry.

A separately titled placement year version of the course is available, which takes the form of an additional year long module in which you plan, prepare and understand a work placement in industry that is pertinent to your career objectives.

All students are encouraged to understand appropriate work placements. The course team will increase students' opportunities to find placements by

collaborating closely with UEL Career Zone which connects employers to students who are looking for placements and internships. If placements are secured by the student, they must be approved by the course team.

All placement students will be supported by an allocated supervisor from the Academic team.

Taking advantage of UEL's London location, the modules will include industry speakers, talks and workshops, and give students the opportunity to develop networking skills leading to placements. Placement opportunities may be organised independently or on students' behalf by the course team.

Course Structure

All courses are credit-rated to help you to understand the amount and level of study that is needed.

One credit is equal to 10 hours of directed study time (this includes everything you do e.g. lecture, seminar and private study).

Credits are assigned to one of 5 levels:

3	Equivalent in standard to GCE 'A' level and is intended to prepare students for year one of an undergraduate degree course.
4	Equivalent in standard to the first year of a full-time undergraduate degree course.
5	Equivalent in standard to the second year of a full-time undergraduate degree course.
6	Equivalent in standard to the third year of a full-time undergraduate degree course.
7	Equivalent in standard to a Masters degree.

Courses are made up of modules that are each credit weighted.

The module structure of this course:

Level	Module Code	Module Title	Credit Weighting	Core/Option	Available by Distance Learning? Y/N
3	MS3015	Analogue Game Design	20	Core	N
3	MS3010	Academic Development	20	Core	N
3	MS3017	Social Media Project	20	Core	N

3	MS3014	Professional Development (Mental Wealth)	20	Core	N
3	MS3013	Narrative and Creativity	20	Core	N
3	MS3018	Ways of Seeing	20	Core	N
4	MS4005	Introduction to Game Design	20	Core	N
4	MS4004	Introduction to Game Art	20	Core	N
4	MS4006	Introduction to Game Programming	20	Core	N
4	MS4038	Texture and Material Creation	20	Core	N
4	MS4037	3D Modelling & Sculpting	20	Core	N
4	MS4007	Game Studio 1 (Mental Wealth)	20	Core	N
5	MS5044	Art Theory & Culture	20	Core	N
5	MS5055	Environment Creation	20	Core	N
5	MS5054	Character Creation	20	Core	N
5	MS5023	Professional Practice	20	Core	N
5	MS5021	Game Studio 2 (Mental Wealth)	20	Core	N
5	MS5022	Portfolio 1	20	Core	N

P	MS5018	Industry Placement (Sandwich Year)	120	Optional	N
6	MS6005	Technical 3D Game Art	20	Core	N
6	MS6000	Game Studio 3: Pitch	20	Core	N
6	MS6033	Final Project: Development	20	Core	N
6	MS6002	Portfolio 2	20	Core	N
6	MS6001	Game Studio 3: Production (Mental Wealth)	20	Core	N
6	MS6032	Final Project: Completion	20	Core	N

Please note: Optional modules might not run every year, the course team will decide on an annual basis which options will be running, based on student demand and academic factors, in order to create the best learning experience.

Additional detail about the course module structure:

A core module for a course is a module which a student must have passed (i.e. been awarded credit) in order to achieve the relevant named award. An optional module for a course is a module selected from a range of modules available on the course.

This course does not currently offer any optional modules.

After a student has completed their first term within their level 4 studies, they will be given the option to transfer to a course they might find more suitable within the game cluster. As the level 4 first term is shared across the games cluster, students will suffer no deficits within their knowledge base but if a student wishes to transfer courses after this period a consultation will be held with the appropriate course leaders and the student.

The overall credit-rating of this course is 360 credits (480 credits if starting on foundation). If for some reason you are unable to achieve this credit you may be entitled to an intermediate award, the level of the award will depend on the amount of credit you have accumulated. You can read the University Student Policies and Regulations on the UEL website.

Course Specific Regulations

N/A

Typical Duration

It is possible to move from full-time to part-time study and vice-versa to accommodate any external factors such as financial constraints or domestic commitments. Many of our students make use of this flexibility and this may impact on the overall duration of their study period.

The expected duration of this course is 3 years full-time or 4.5 years part-time.

If a student started within the foundation year (level 3) then the expected duration of this course is 4 years full-time or 5.5 years part-time.

A student cannot normally continue study on a course after 4 years of study in full time mode unless exceptional circumstances apply and extenuation has been granted. The limit for completion of a course in part time mode is 7 years from first enrolment.

Further Information

More information about this course is available from:
- The UEL web site (www.uel.ac.uk)
- The course handbook
- Module study guides
- UEL Manual of General Regulations (available on the UEL website)
- UEL Quality Manual (available on the UEL website)
- School web pages

All UEL courses are subject to thorough course approval procedures before we allow them to commence. We also constantly monitor, review and enhance our courses by listening to student and employer views and the views of external examiners and advisors.

Additional costs:

Mandatory:

It is recommended that you purchase materials for the course, below is a list of materials that you may wish to purchase while studying upon this course:

- Notebooks (£5-£20)

- Squared paper book (£5-£20)

- A4 Sketchbooks (£5-£20)

- Pens and pencils (£1-£20)

Optional:

You may also have field trips to game development related events. If this does take place, the University may cover the cost of the ticket but not your travel to said event

so please do consider this prior to signing up to field trips. If the University is arranging transport, you will be informed prior to signing up to the field trip.

Alternative Locations of Delivery

N/A