

**DEFINITIVE COURSE RECORD**

|                                                           |                                                                                                                                                                                                                                                                       |
|-----------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Course Title                                              | <b>BSc (Hons) Games Development (with Professional Placement)</b>                                                                                                                                                                                                     |
| Awarding Bodies                                           | <b>University of Suffolk</b>                                                                                                                                                                                                                                          |
| Level of Award <sup>1</sup>                               | <b>FHEQ Level 6</b>                                                                                                                                                                                                                                                   |
| Professional, Statutory and Regulatory Bodies Recognition | <b>None</b>                                                                                                                                                                                                                                                           |
| Credit Structure <sup>2</sup>                             | <b>480 Credits</b><br><b>Level 4: 120 Credits</b><br><b>Level 5: 120 Credits plus 120 placement credits*</b><br><b>Level 6: 120 Credits</b><br><br><b>*For an award with Professional Placement, 120 placement credits are also required</b>                          |
| Mode of Attendance                                        | <b>Full-time</b>                                                                                                                                                                                                                                                      |
| Standard Length of Course <sup>3</sup>                    | <b>4 years full-time</b>                                                                                                                                                                                                                                              |
| Intended Award                                            | <b>BSc (Hons) Games Development (with Professional Placement)</b><br><b>BSc (Hons) Games Development (Design) (with Professional Placement)</b><br><b>BSc (Hons) Games Development (Programming) (with Professional Placement)</b>                                    |
| Named Exit Awards                                         | <b>DipHE Games Development</b><br><b>DipHE Games Development (with Professional Placement)</b><br><b>CertHE Games Development</b><br><br><b>Typical Offer: 112 UCAS tariff points (or equivalent)</b><br><b>Applicants may be expected to attend an interview and</b> |
| Entry Requirements <sup>4</sup>                           |                                                                                                                                                                                                                                                                       |





## Univers

## DEFINITION

7. Review and evaluate information from multiple sources and to accurately summarise.
8. Critically analyse and synthesise evidence, in a variety of formats, work.
9. Produce and present high quality outcomes.
10. Demonstrate and evaluate management methods through sustainable practice.

## Course

The design and development of games using competency Frameworks:

Q  
In  
a  
S  
design, Development  
es for Computer Games.

## Course

The BSc (Hons) Games Development (with Professional Placement) comprises modules at levels 4, 5 and 6.

Module available within the course handbook, year.

|         |                             | Credits | Module Type7 |
|---------|-----------------------------|---------|--------------|
| Level 4 |                             |         |              |
|         |                             | 20      | O            |
|         |                             | 20      | R            |
|         |                             | 20      | O            |
|         |                             | 20      | O            |
|         |                             | 20      | R            |
|         |                             | 20      | R            |
|         |                             | 20      | O            |
|         |                             | 20      | R            |
| Level 5 |                             |         |              |
|         |                             | 20      | O            |
|         |                             | 20      | O            |
|         |                             | 20      | O            |
|         |                             | 20      | O            |
|         |                             | 20      | M            |
|         | Advanced Design Methods     | 20      | O            |
|         | Digital Scripting for Games | 20      | O            |
|         | Games Research Methods      | 20      | M            |



**University of Suffolk**

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