Template C4

Kingston University London

Programme Specification

Title of Course: *MA Games Development*

Date first produced	01/01/2012
Date last revised	17/03/2025
Date of implementation of current version	01/09/2024
Version number	6
Faculty	Faculty of Engineering, Computing and the Environment
Cross-disciplinary	
School	School of Computer Science and Mathematics
Department	Department of Computer Science
Delivery Institution	Kingston University

This Programme Specification is designed for prospective students, current students, academic staff and 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 they take full advantage of the learning opportunities that are provided. More detailed information on the learning outcomes and content of each modules can be found in the course VLE site and in individual Module Descriptors.

SECTION 1: GENERAL INFORMATION

Award(s) and Title(s):	MA Games Development
Exit Award(s) and Title(s):	PGCert PGDip
Course Code *For each pathway and mode of delivery*	
UCAS code *For each pathway*	G400/G401

Award(s) and Title(s):	MA Games Development with Professional Placement
Exit Award(s) and Title(s):	
Course Code *For each pathway and mode of delivery*	
UCAS code *For each pathway*	

Awarding Institution:	Kingston University
Teaching Institution:	Kingston University
Location:	Penrhyn Road
Language of Delivery:	English
Delivery mode:	
Learning mode(s):	Part-time Full-time With Professional Placement
Minimum period of registration:	Part-time - 2 Full-time - 1 With Professional Placement - 2
Maximum period of registration:	Part-time - 4 Full-time - 2 With Professional Placement - 3
Entry requirements	Kingston University typically uses a range of entry requirements to assess an applicant's suitability for

	our courses. Most postgraduate taught course requirements are based on having been awarded a relevant undergraduate degree and are normally coupled with minimum grades expectation of 2:2, specific courses in certain areas may have a stricter grade requirement. We may also use interview, portfolio and performance pieces to assess a person's suitability for some courses. We recognise that every person's journey to a postgraduate taught education is different and unique and in some cases we may take into account work experience and other non-standard pathways onto University level study. Additionally, all non-UK applicants must meet our English language requirements. Please see our course pages on the Kingston University website for the most up to date entry requirements.
Regulated by	The University and its courses are regulated by the Office for Students.
Programme Accredited by:	*n/a*
Approved Variants:	<u>Compensation of the project module</u> Compensation is not permitted for the following module: • CI6300 Individual Project Reassessment following failure of the first attempt will normally be: • by retake to improve the dissertation for marginal failure (Grade F5 or marks of 35-39) and the mark will be capped • or by repeat
Is this Higher or Degree Apprenticeship course?	No

SECTION 2: THE COURSE

A. Aims of the Course

The significant aspect of study on this course is its articulation with other taught Masters courses as part of Digital Media Kingston (DMK), a Post Graduate Micro-Studio that offers PlayStation/Next Gen games development alongside computer animation and user experience design. This provides an integrated learning environment where students can develop their media specialist practice as part of a community engaged in interdisciplinary collaborative innovation.

The Masters in Game Development encourages students to devise and participate in projects where they can develop as a games programmer or games designer whilst emphasising research informed industry focussed practice. Each subject pathway provides an intensive period of study that is made up of both course-specific modules and shared core modules within DMKs Postgraduate Framework. Our goal is to help students develop the critical thinking and the understanding of interdisciplinarity that will underpin their practice in the future.

The skills and knowledge gained will provide students with a firm foundation from which to undertake digital media research and are a platform for their personal and professional development in the practice of game development. It provides both a progression point towards the MA and MSc and is also an exit point from the course. Both the MA and MSc builds on the skills, knowledge and understanding acquired earlier in the Postgraduate Diploma phase and applies these in the creation of an original, digital media practical research project. The programme acknowledges students' previous experience and that their study will continue to develop their personal approach to media practice. This will enable them to prepare for future employment or to engage in the extension of their study at Doctoral level.

The Masters Programme is offered in both full time and part time modes. The School has an excellent and proud history of employment both in large international companies and in UK based small and medium sized (SME) industries. The curriculum is backed by the research undertaken within the School. In addition it is informed by the School's Industrial Advisory Panel.

Game Development is one of the programmes within a suite of degrees being created as part of the Digital Media Kingston (DMK). The DMK brings together people with expertise in computer animation, games design, game development, user interfaces and other areas relating to digital media thus creating a rich environment where arts and computing students have the opportunity to work together. Considerable emphasis is placed on practical laboratory-based workshops and project work using specialist equipment. The software and hardware has been selected to be relevant to industry, such as the development on the same games consoles/development kit which would be used by professional games coders. Each of the pathways of Game Development is aligned to an industry role.

MA in Game Development (Design) focuses upon the design and development of 2D and 3D computer games using industry standard tools and practices. Students will be able to design for a number of platforms including games consoles, PCs and mobile devices. The course covers the principles, practices and processes of games design.

Optional: Each of the pathways is offered with a Professional Placement. This option is to spend an additional year in industry as part of the course. The placement year is a 10 to 12 months period with 30-40 working hours per week with no more than 60 days 'inactivity'. The placement must be in a company and the work must be relevant to the degree. It could be either in the UK or abroad and has to be approved by the Faculty. The professional placement route is for full time students and is not available to January starters.

Finding the placement is the responsibility of the individual students. If students do not find a suitable placement they will be switched onto the non-placement course.

The Aims of the Course are to:

- Equip students with the capability to use and employ tools, frameworks, models and rules relevant to game development;
- Enhance a student's job performance and enable him/her to contribute effectively to the knowledge base of the employer;
- Give students the means to explore in detail the analysis, design and evaluation of computer games;
- Develop an enquiring, analytical and creative approach to both personal and professional activities that leads to the critical and responsible use of informed and independent judgement.
- Gain a solid foundation in this specialist area, adding to and integrating, the knowledge and skills gained from each student's individual educational background and work experience;
- Explore disciplinary boundaries, resolve value conflicts and bridge gaps in knowledge with arguments from first principle and activity at the forefront of best practice.
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    - Apply specialised knowledge and skills, and conduct reflexive, critical and collaborative practice, to the design and development of innovative media-rich computer games
    - Develop students' reflexive, critical and cross-disciplinary practice with particular regard to games design.

B. Programme Learning Outcomes

The programme learning outcomes are the high-level learning outcomes that will have been achieved by all students receiving this award. They have been aligned to the levels set out in 'Sector Recognised Standards in England' (OFS 2022).

Programme Learning Outcomes					
	Knowledge and Understanding On completion of the course students will be able to:		**Intellectual Skills** On completion of the course students will be able to		**Subject Practical Skills** On completion of the course students will be able to
A1	apply knowledge in a professional context, including understanding of their professional development and the structure of the placement organisation (With Professional Placement Only)	B1	critically analyse and evaluate research in games development. Identify contemporary issues;	C1	select, adapt/extend and use effectively a wide range of methods, tools and techniques for games development;
A2	select, use and recommend the tools and technologies necessary for games development;	B2	assess and select the tools and methods necessary to solve a games-related problem;	C2	develop and use games prototypes and mock-ups;
A3	critically discuss the computer games industry itself. This includes ethical, legal and professional issues and the games production process	B3	synthesise information from diverse disciplines and application domains;	C3	create games which incorporate advanced digital media (text, graphics, audio and video);
A4	apply game theory and design methodologies in relation to practical processes and production involved in games development	B4	report on their work critically in written format, at meetings, or by formal oral presentation;	C4	apply scientific theories, frameworks, models and design guidelines to all stages of games development. Includes research material
A5	apply knowledge in a professional context, including understanding of their professional development and the structure of the placement	B5	learn independently, think logically and critically demonstrate a systematic approach to problem-analysis and to finding solutions.	C5	make real and rationalise innovative computer games that satisfy a range of user-centred criteria (aesthetically pleasing,

	organisation (With Professional Placement Only)				easy to use, productive, entertaining).
		B6	apply relevant game theory and design methodologies to a games implementation	C6	relate academic theory to practice, develop and practise key personal and employability skills and show examples of the application of these skills (With Professional Placement Only)

C. Future Skills Graduate Attributes

In addition to the programme learning outcomes, the programme of study defined in this programme specification will engage students in developing their Future Skills Graduate Attributes:

1. Creative Problem Solving
2. Digital Competency
3. Enterprise
4. Questioning Mindset
5. Adaptability
6. Empathy
7. Collaboration
8. Resilience
9. Self-Awareness

D. Outline Programme Structure

This course is part of the University's Postgraduate Regulations (PR). Courses in the PR are made up of modules that are designated at level 7. Single taught modules in the courses are valued at 30 credits and the course contains a project that has 60 credits. The minimum requirement for a Postgraduate Certificate is 60 credits, for a Postgraduate Diploma 120 credits and a Masters Degree 180 credits.
The course offers the PG Certificate as an exit award only and is based on the student passing any coherent subset of the taught modules.
The awards available are detailed in section A and the requirements are outlined below. All students will be provided with the PR regulations in the student handbook.
The Courses are offered as 1 year full-time, and normally 2-3 years part-time. The course design fully considers all student groups. Delivery of modules is either by two 1-week blocks separated by several weeks, or full-day sessions spread over a teaching block. Overseas students are also able to complete their degree within VISA limitations.
Full-time students will complete the programme of study and assessment in 52 weeks. The normal study pattern for part-time students is that they should complete 4 modules over a two to three year period and complete their project within the same period. Because of the structure of the course, part-time students may be able to commence the course at different times during the academic year after discussion with the Course Leader of relevant issues, including the need for specific preparatory study.
Normally, each module will include approximately 60 hours contact time, followed by directed learning resulting in a total of 300 hours of student effort. The project is the equivalent of two modules and requires 600 hours of student effort.
A January intake is accommodated by ensuring that two technical modules are delivered in the Spring semester. This ensures that all students, including January starters can complete the individual project in the summer without disadvantage.
To address advanced ethics and professional issues, these issues are addressed within the context of technical core modules taken before the project is conducted, specifically, within Digital Studio Practice, Media Specialist Practice and the Individual Project.
To prevent assessment bunching and over assessment, there is a planning meeting at the beginning of teaching blocks 1 and 2.

MA Games Development

Level 7							
MA Games Development							
Core modules	**Module code**	**Credit Value**	**Level**	**Teaching Block**	**Pre-requisites**	**Full Time**	**Part Time**
Digital Studio Practice	CI7810	30	7	TB1		1	1
Connected Games Development	CI7825	30	7	TB2		1	2
Game Design	CI7870	30	7	TB1		1	1
Independent Project	CI7801	60	7	TY13		2	3
Optional Modules							
Character Animation for Film and Games	CI7880	30	7	TB2		1	2
Design Thinking Theory and Practice	CI7831	30	7	TB2		1	2
Professional Placement	CI7900	120	7	Year Long		2	3

Exit Awards at Level 7

Students exiting the programme with 60 level 7 credits are eligible for the award of Postgraduate Certificate.

Students exiting the programme with 120 level 7 credits are eligible for the award of Postgraduate Diploma.

MA Games Development with Professional Placement

E. Teaching, Learning and Assessment

This course uses a range of teaching and assessment methods which have been designed to support students' learning and achievement of the learning outcomes. The course has been developed with reference to the Kingston University Academic

Framework which sets-out core principles relating to Course and Credit Structure (including Module delivery Structure and Pattern, and Learning Hours and Learning Formats); Curriculum Design (inclusion Learning Design Principles and Inclusive Curriculum); and Future Skills.

Teaching and Learning on the course consist of Scheduled Learning and Teaching and Guided Independent Study (self-managed time). Scheduled Learning and Teaching includes the following, and the format for each module is set out in the module specification:

- Laboratory Sessions
- Lectures
- Seminars
- Tutorials
- Workshops
- Placements

Guidance for students on the use of independent study time is communicated through the 'Succeed in your module' section on the Canvas Virtual Learning Environment and through other communications during the course.

In addition to the core Scheduled Learning and Teaching activities for the course, the University may offer students additional optional opportunities for learning. Examples of these include Study abroad and Work-based learning.

The course will provide students with the opportunity to develop their knowledge and skills relating to at least two United Nations Sustainable Development Goals (UN SDGs). We are committed to empowering students with the knowledge, skills and opportunities to understand and address the UN SDGs: each course is thus also required to prepare students for at least two of the SDGs (not including Quality Education, which all courses must deliver).

F. Support for Students and their Learning

Students are supported through a range of services that provide academic and wider support. These include:

- A Module Leader for each module
- A Course Leader to help students understand the course structure
- Personal Tutors to provide academic and personal support
- Technical support to advise students on IT and the use of software
- Student Voice Committee – to ensure the views of students are heard
- Canvas – Kingston University's Virtual Learning Environment
- Student support facilities that can provide advice on issues such as finance, regulations, legal matters, accommodation, international student support
- Disabled student support
- The Kingston Students' Union
- Student Development and Graduate Success

G. Ensuring and Enhancing the Quality of the Course

The University has policies and procedures for evaluating and improving the quality and standards of its provision. These include:

- Continuous Monitoring of courses through the Kingston Course Enhancement Programme (KCEP)
- Student evaluation including Module Evaluation Questionnaires (MEQs), the National Student Survey (NSS)
- Internal and external moderation of graded assignments

H. External Reference Points

External reference points which have informed the design of the course. These could include:

- QAA Subject benchmarks
- Other subject or industry standards

I. Development of Course Learning Outcomes in Modules

This table maps where programme learning outcomes are **summatively** assessed across the **core** modules for this course. It provides an aid to academic staff in understanding how individual modules contribute to the course aims, a means to help students monitor their own learning, personal and professional development as the course progresses and a checklist for quality assurance purposes.

Module Code		**Level 7**						
		CI7810	**CI7825**	**CI7870**	**CI7880**	**CI7831**	**CI7801**	**CI7900**
Knowledge & Understanding	A1						S	
	A2	S						
	A3	S						
	A4	S						
	A5			S				
Intellectual Skills	B1			S				
	B2		S					

	B3		S					
	B4							
	B5							
	B6							
Practical Skills	C1	S					S	
	C2							
	C3							
	C4	S	S					
	C5							
	C6			S				

Students will be provided with formative assessment opportunities throughout the course to practise and develop their proficiency in the range of assessment methods utilised.

Additional Information