Course Specification

Course Summary Information		
1	**Course Title**	MSc Video Game Enterprise, Production and Design
2	**BCU Course Code**	PT0876
3	**Awarding Institution**	Birmingham City University
4	**Teaching Institution(s)** (if different from point 3)	
5	**Professional Statutory or Regulatory Body (PSRB) accreditation** (if applicable)	

6	**Course Description**

MSc Video Game Enterprise, Production and Design (Gamer Camp: Biz) has been created in partnership with the likes of Sony Computer Entertainment Europe, Codemasters, Rare and Exient. It provides experience of working to deadlines as part of multi-disciplined, project team to produce playable games to a professional standard.

Gamer Camp is an industry-endorsed finishing school, where you will work in a simulated studio environment over full-time office hours, four days a week, on real game briefs which have been historically designed with one or more of our partner developers.

It's a winning formula, with mentoring from industry veterans and support from leading game development teams. Recent graduates from Gamer Camp are employed by companies including TT Games, Creative Assembly, Ubisoft, Codemasters and Rockstar Games.

What's covered in the course?

If your ambition is to work as a video games designer, games producer and/or entrepreneur, you will need serious design knowledge, and managerial and business know-how to help lead a game to its completion. Although you will not be coding or creating art assets on a daily basis, it is vital that you have a comprehensive and realistic understanding of the game development process, and how all the disparate elements operate and come together. This is what makes you an effective 'T'-Skills candidate.

On Gamer Camp: Biz you'll get specialist training, mentoring and support from our staff who all have vast industry experience as game developers, having worked in design, production, art, programming and even running their own business. Staff come from such big-name developers as Eurocom, Electronic Arts and Freestyle Games, while Course Leader Zuby Ahmed founded his own company, SmashMouth Games. The course is delivered in a series of 'boot camps' followed by one-to-one support, studio based game development and project delivery.

Starting with the fundamentals of video games code, art and design, you will build upon these creative skills to teach you how game development teams are managed and how complex processes, ideas and personalities can combine to create a successful games product.

Teaching takes place in a modern production studio based in Birmingham City Centre where you'll be provided with studio space to complete projects, with access to the facilities and

	software you'll need for the duration of the course. As and where possible students are also given work experience opportunities, previously these have included studios such as SmashMouth Games, Codemasters and Exient.

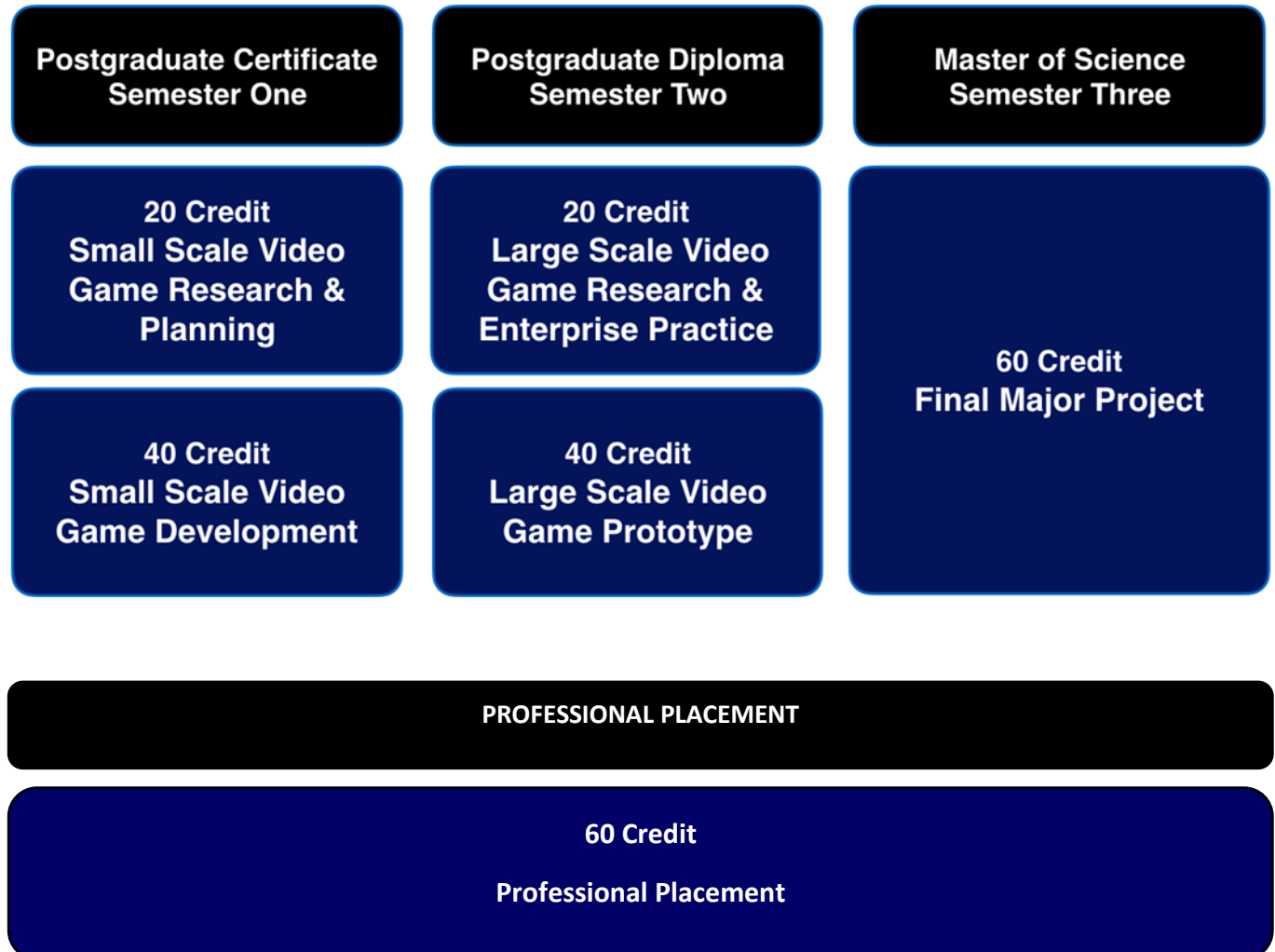| 7	Course Awards		
7a	**Name of Final Award**	**Level**	**Credits Awarded**
	Master of Science Video Game Enterprise, Production and Design	7	180
	Master of Science Video Game Enterprise, Production and Design with Professional Placement	7	240
7b	**Exit Awards and Credits Awarded**		
	Postgraduate Certificate Video Game Enterprise, Production and Design	7	60
	Postgraduate Diploma Video Game Enterprise, Production and Design	7	120

8	**Derogation from the University Regulations**
	Not applicable

9	**Delivery Patterns**		
Mode(s) of Study	**Location(s) of Study**	**Duration of Study**	**Code(s)**
Full Time	NTI Birmingham	1 year	PT0876
Full Time with Professional Placement	NTI Birmingham (and placement provider)	18 months	PT1435

10	**Entry Requirements**

The admission requirements for this course are stated on the course page of the BCU website at https://www.bcu.ac.uk/.

11	**Course Learning Outcomes**
1	Explain organisations within the video games industry: their diverse nature, purposes, structures, size/scale, governance, operations and management.
2	Review the business environment within the games industry: economic, environmental, cultural, ethical, legal and regulatory, political, sociological, digital and technological.
3	Deliver Management and Project Management strategies: theories, models, frameworks, tasks and roles of management with video game development and the wider interactive entertainment business.
4	Apply Video Game Design and Implementation: approaches for interactive and narrative concept design and realistic approach to implementation of creative video game ideas.
5	Compose critical evaluation of knowledge, concepts and ideas in practical, verbal and written forms.
6	Evaluate conclusions based on a rigorous, analytical and critical approach.
7	Synthesise and evaluate practical solutions within a design role, production role, game development team and wider context.
8	Formulate techniques for researching, monitoring, reviewing and directing working methods with a video game design and production setting.
9	Compose critical reflection on personal practice and modify accordingly.
10	Manage the development of intellectual, practical, technical and communication skills appropriate to an informed approach to individual and collaborative practice.
11	Analyse, synthesise, resolve and apply creatively what has been learned.
12	Formulate, test, and justify ideas and critical positions through written and verbal presentation suitable to brief and/or audience.
13	Organise the skills to elicit the co-operation of others and work collaboratively.
14	Manage a variety of forms of communication and expression and employ them effectively according to the needs of a situation through practical, written and verbal form.
15	Demonstrate a high level of competency in the use of production and development software covering source control, project management and game development (engines) as well as being expert at managing and/or being active with contemporary software development teams.
16	Demonstrate self-motivation, organisational skills and effective planning and management.

12	**Course Requirements**

12a | **Level 7:**

In order to complete this course a student must successfully complete all the following CORE modules (totalling 180 credits):

Module Code	Module Name	Credit Value
MED7354	Small Scale Video Game Research and Planning	20
MED7358	Small Scale Video Game Development	40
MED7355	Large Scale Video Game Research and Enterprise	20
MED7360	Large Scale Video Game Prototype	40
GFA7003	Major Project	60

Level 6:

In order to qualify for the award of MSc Video Game Enterprise, Production and Design with Professional Placement, a student must successfully complete all of the Level 7 modules listed above as well as the following Level 6 module:

Module Code	Module Name	Credit Value
PLA6003	Professional Placement	60

12b   Structure Diagram

Postgraduate Certificate Semester One	Postgraduate Diploma Semester Two	Master of Science Semester Three
20 Credit Small Scale Video Game Research & Planning	20 Credit Large Scale Video Game Research & Enterprise Practice	60 Credit Final Major Project
40 Credit Small Scale Video Game Development	40 Credit Large Scale Video Game Prototype	

PROFESSIONAL PLACEMENT

60 Credit

Professional Placement

13 Overall Student Workload and Balance of Assessment

Overall student *workload* consists of class contact hours, independent learning and assessment activity, with each credit taken equating to a total study time of around 10 hours. While actual contact hours may depend on the optional modules selected, the following information gives an indication of how much time students will need to allocate to different activities at each level of the course.

- *Scheduled Learning* includes lectures, practical classes and workshops, contact time specified in timetable
- *Directed Learning* includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning
- *Private Study* includes preparation for exams

The *balance of assessment* by mode of assessment (e.g. coursework, exam and in-person) depends to some extent on the optional modules chosen by students. The approximate percentage of the course assessed by coursework, exam and in-person is shown below.

Level 7

Workload

% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	246
Directed Learning	1194
Private Study	360
Total Hours	1800

Balance of Assessment

Assessment Mode	Percentage
Coursework	80%
Exam	
In-Person	20%