Course Information

Game Art BA (St Helens College), UBSGAME

Overview

Title	Game Art BA (St Helens College)
Code	UBSGAME
Study Level	Undergraduate
Type	Bachelor Degree - Single Honours
Degree Apprenticeship	No
Minimum credit points required for target award	360
Min. Normal Duration - FT (Years)	3
Max. Normal Duration - FT (Years)	6
Max. Registration Period - FT (Years)	6
Min. Normal Duration - PT (Years)	
Max. Normal Duration - PT (Years)	
Max. Registration Period - PT (Years)	

Award Details	
Type	Target
Award Description	Bachelor of Arts
FHEQ Level	Level 6
Award Title	
Award Requirements	

Award Details	
Type	Exit
Award Description	Certificate of Higher Education
FHEQ Level	Level 4
Award Title	
Award Requirements	

Award Details	
Type	Exit

Award Description	Diploma of Higher Education
FHEQ Level	Level 5
Award Title	
Award Requirements	

What is the course about?	The BA (Hons) Game Art degree has been developed and designed by AAA game industry experts. It will provide you with specialist training to become a professional 3D games artist, along with the theoretical and core skills required for success in a modern, creative games studio. It is the ideal degree for creative individuals with a passion for gaming.
Course Features	

Offerings

Offerings	
Display Name	BLD-StH-September
Method of Delivery	Blended Delivery
Delivery Location	St Helens College (St Helens)
Intake Session	September
Mode of Study	Full Time
Additional Years (Admission)	
Comments	
Offered	Yes
Publish?	Yes

Clarification to Appear in Handbook	

Ownership

Faculty	Faculty of Arts, Humanities and Social Sciences
School	School for the Creative Industries
Division	Art, Design and Innovation
Collaborating Schools	

Course Leaders	
Name	Dean Betton
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Applies to all Offerings	Yes
Offerings	

Course Leaders	
Name	Lee Jackson
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Applies to all Offerings	Yes
Offerings	

Administrative Contacts	
Name	Ian Greenall
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Applies to all Offerings	Yes
Offerings	

Administrative Contacts	
Name	Jessica Renshall
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Applies to all Offerings	Yes
Offerings	

Administrative Contacts	
Name	Liz Brown

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Applies to all Offerings	Yes
Offerings	

Academic Partnertship

Academic Partnership	
Partner organisation	St Helens College
Type of Partner	
Franchised or Validated?	Validated
Applies to all Offerings	Yes
Offerings	

Course Structure

Structure Notes	

Structure - No credit points	
Level 4 - 120 credit points	
Level 4 Core - 100 credit points	CORE
[MODULE] AR4915 Modelling for Game Art Proposed 2025.01 - 40 credit points	
[MODULE] AR4916 Level Creation Proposed 2025.01 - 40 credit points	
[MODULE] AR4919 Visual Studies Proposed 2025.01 - 20 credit points	
[MODULE] AR4918 Game Studies Proposed 2025.01 - 20 credit points	
Level 5 - 120 credit points	
Level 5 Core - 40 credit points	CORE
[MODULE] AR5914 Character Modelling Proposed 2025.01 - 40 credit points	
[MODULE] AR5915 High Poly Modelling Proposed 2025.01 - 20 credit points	
[MODULE] AR5916 Advanced Level Creation Proposed 2025.01 - 40 credit points	
[MODULE] AR5917 Game Culture Proposed 2025.01 - 20 credit points	
Level 6 - 120 credit points	
Level 6 Core - 40 credit points	CORE
[MODULE] AR6912 Game Art Preproduction Proposed 2025.01 - 40 credit points	
[MODULE] AR6913 Game Art Production Proposed 2025.01 - 40 credit points	
[MODULE] AR6914 Game Culture In Context Proposed 2025.01 - 40 credit points	

Learning and Teaching

How will I learn?	The BA (Hons) Game Art degree has been developed and designed by AAA game industry experts. It will provide you with specialist training to become a professional 3D games artist, along with the theoretical and core skills required for success in a modern, creative games studio. It is the ideal degree for creative individuals with a passion for gaming. In your third year of study, there is an opportunity to apply for a highly coveted, year-long internship with a successful games developer. Previous interns have secured valuable industry experience, published game credits, and of course, employment in the games industry. As their Study Enhancement Gift, all new, first year (Level 4), full-time undergraduates on this course will be equipped with a high spec personal laptop with access to installed industry-standard software such as 3DS Max, Maya, Blender, Unreal Engine, Zbrush, Substance Suite, and World Creator. The ownership of this laptop will pass over to the student on successful completion of the course. LEARNING ENVIRONMENT AND ASSESSMENT Learning will be theoretical and practical through lectures, workshops, demonstrations, seminars, group critiques, self-directed study, written work, presentations, group work, visits, and guest lectures. Industry-standard software will enhance your learning experience, enabling you to master the skills vital for success in this exciting industry. Students are required to attend for three days per week. Entry into a 'dream job' within the games industry is very competitive and students need to commit to long hours of study. Therefore, we equip you with a high spec personal laptop, fully loaded with software, that is yours to keep. Our lecturers have a wealth of industry experience, having worked across the globe, on AAA game titles such as Wipeout, Mercenaries, Lord of the Rings and Star Wars Battlefront 1 and 2. Assessment is carried out throughout the three years of the degree through projects, assignment work, design briefs, computer-based work, presentations of artwork, industry critique and essays. The final year show in your third year will allow you to display your work to a wider audience, including influential industry advocates.

Competencies

Competencies	
Code	C-COMP1
Competency	To provide a challenging broad based programme based on the area of computer game art study and practice
Number	1
Domain	Knowledge, Skills, Behaviours

Competencies	
Code	C-COMP2
Competency	To develop technical knowledge and skills in understanding the rigour required in the operation of hardware and software prevalent in the game industry
Number	2
Domain	Knowledge, Skills

Competencies	
Code	C-COMP3
Competency	To familiarise the student with the complex and technical processes that are necessary when practising pre-production, production and post-production techniques based on the game industry
Number	3
Domain	Knowledge, Skills

Competencies	
Code	C-COMP4
Competency	To encourage an aesthetic sensibility that is reflective of the games industry and its titles but also one that is original and pushing at the borders of innovation
Number	4
Domain	Knowledge, Behaviours

Competencies	
Code	C-COMP5
Competency	To equip students with the ability to personally develop the intellectual confidence to manage a largescale creative project
Number	5
Domain	Knowledge, Behaviours

Competencies	

Code	C-COMP6
Competency	To promote professional practice to prepare the student for direct graduate employment in the games industries, further study at a higher level or on-going professional development and life-long learning
Number	6
Domain	Knowledge, Skills, Behaviours

Competencies	
Code	C-COMP7
Competency	To provide a framework of learning both supervised and unsupervised to develop personal creative academic and reflective practice
Number	7
Domain	Behaviours

Competencies	
Code	C-COMP8
Competency	To develop communication and presentation skills, articulating ideas and information comprehensibly in visual, oral and written forms
Number	8
Domain	Skills, Behaviours

Competencies	
Code	C-COMP9
Competency	To develop academic and intellectual enquiry that will enhance students cognitive abilities
Number	9
Domain	Knowledge, Behaviours

Competencies	
Code	C-COMP10
Competency	To develop the ability to interact effectively with others, through collaboration, collective endeavour and negotiation
Number	10
Domain	Knowledge, Behaviours

Mapping Standards

Derogation from University Regulations

Apprenticeships

Admissions

Application Route	

Accreditation of Prior Learning Requirements	
Articulation Arrangements	

External Accreditation

Careers and Progression

Job Prospects	
Progression Opportunities	

Fees

Funding Source

Codes

Subject Code (HECOS)	
CAH 1	(CAH25-01) creative arts and design
CAH 2	(CAH25-01-03) design studies
HECOS Code	(100636) interactive and electronic design

Other Codes	
Code Type	SITS Reference Code
Code	SINGAME
Applies to all Offerings	Yes
Offerings	

Publication and Integration

Tags	Collaborative Partner
Publish in Handbook?	Yes