

## **BA (HONS) GAMES DESIGN**

**UCAS: WG24 (BA) / D386 (FE)**

**2016 TIMES HIGHER EDUCATION AWARD WINNER FOR EXCELLENCE AND INNOVATION IN THE ARTS.**

**OVER 40 OF OUR GAMES DESIGN STUDENTS HAVE BEEN EMPLOYED ON A VARIETY OF CONTRACTS BY TT\_GAMES IN CHESHIRE. IN FACT, 14 UCLAN GAMES DESIGN ALUMNI ARE CREDITED ON 'LEGO STARWARS FORCE AWAKENS' WHICH WAS LAUNCHED IN JULY 2016.**

**INDUSTRY ACCREDITED BY JAMES REPRESENTING APRS, MPG AND ASSOCIATE INDUSTRY BODIES.**

BA (Hons) Games Design offers a dynamic and friendly creative environment where students are encouraged and inspired to play, learn and think creatively, to reach their potential for employment in the industry. Many of our graduates have paid work and lead roles in a variety of games design studios.

This degree programme covers the conceptual, visual and digital development of games and students will be given an industry perspective that will equip them to seek employment in the trade. From the start of the course, students will be designing and developing games. They are actively encouraged to 'play', to question the nature of games/computer games and express the ideas formulated through personal project work. As skills develop students will undertake live projects linked to games developers. The course provides a strong visual and creative base, supported by digital modelling, set within a professional framework for the development of games concepts. Students are encouraged to operate as a games designer and given the creative freedom and necessary skills to develop their own ideas.

Games Design at UCLan is supported by visiting lecturers from games development companies and other relevant professionals. Students have the opportunity for structured work experience during their studies which may include a work placement, an internship, a live business project and many other opportunities. They will be given the chance to work on live projects with companies, many previous students have been able to gain credits for commercially sold games - a real boost to their CVs as they move into the jobs market.

## COURSE CONTENT

### Year 1

Introduction to Games Design  
Creative Thinking  
Contextual Studies  
Drawing for Design

### Year 2

Game Development  
3D Modelling  
Contextual Studies  
Character Design

### Year 3

Honours Project  
Game Proposal

## FACILITIES

As a course we have our own space where students can mix across year groups and make use of the studio outside of teaching time.

Our PC lab is currently running Autodesk Maya, Adobe Creative Suite, UE4, ZBrush, Substance Painter and Construct.

We provide books, graphics tablets, gaming consoles, video games, video cameras, board games, a few iPads, inklings, Cintiq's plus the Vive and Oculus Rift.

Students also have access to motion capture, green screening, rapid prototyping machines, laser cutting, textile printing, digital embroidery, fabric printing, 360 cameras and many other facilities.

### **Pete Bottomley - Games Design Graduate White Paper Games Co-Founder**

"Without the skills learnt and the support from staff, White Paper Game would not exist. We have gained a lot of knowledge and experience from the Games Course which has put us in a great position in the games industry to have independent creative freedom."

## EMPLOYABILITY

Our own alumni have gained good positions in a variety of highly successful games companies for example Warner Brothers, Ninja Theory, Rare, Naughty Dog, Riot Games, Playdemic and often come back to visit and share their experience so that current students can be inspired from hearing of their success.

There are many opportunities within games for graduates who work hard to create a strong portfolio of work. This can be in the area of games design, concept art, environment art and technical processes.

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