



Programme Specification

Games and Animation Production [UCW]

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Section 1: Key Programme Details

Part A: Programme Information

Programme title: Games and Animation Production [UCW]

Highest award: BA (Hons) Games and Animation Production

Interim award: DipHE Games and Animation Production

Interim award: CertHE Games and Animation Production

Awarding institution: UWE Bristol

Affiliated institutions: UCW

Teaching institutions: UCW

Study abroad: No

Year abroad: No

Sandwich year: No

Credit recognition: No

School responsible for the programme: CATE School of Arts, College of Arts, Technology and Environment

Professional, statutory or regulatory bodies: Not applicable

Modes of delivery: Full-time, Part-time

Entry requirements: For the current entry requirements see the UWE public website.

For implementation from: 01 September 2026

Programme code: I6W600

Section 2: Programme Overview, Aims and Learning Outcomes

Part A: Programme Overview, Aims and Learning Outcomes

Overview: This programme has been designed to develop students' ability to recognise and respond to the ever-changing environment and challenges faced within the games and animation industries. Students will develop both the specialist skills needed to succeed within the industries, as well as effective communication skills.

The programme has a strong emphasis placed on personal, professional and vocational aspirations. As a result students will emerge with a comprehensive set of both practical and theoretical skills. This programme brings together a skills base relevant to both the games and animation industries as well as related disciplines within the creative industries.

Features of the programme: Students will have the opportunity to transform their passion for games and animation into an exciting career by gaining both the technical expertise and creative skills required to design and produce original games, digital artwork, and animations.

The ethos of this course is to develop individuals who can respond creatively to commercial challenges, and who are able to pitch and promote their ideas while working both independently and collaboratively to realise them.

Students will gain an understanding of the key theories, as well as the creative and technical skills underpinning these disciplines. They will also explore the markets and ethical considerations relevant to their areas of professional interest, while producing their own games and animations.

A strong emphasis is placed on a project-based learning approach, where students respond to live industry briefs and develop creative solutions to real commercial challenges. They will learn to pitch and promote their ideas effectively, while working both independently and as part of collaborative, studio-style teams that simulate professional production environments.

Educational Aims: This programme will:

Develop students' ability to be autonomous learners and to critically reflect upon personal and professional skills development that encourages lifelong learning.

Develop and utilise effective, appropriate research and communication skills to underpin creative processes and /or products.

Prepare students to use skills developed in a professional practical context, such as effective use of time and the ability to integrate skills into a process-based industry mechanism, working to client briefs and working collaboratively.

To develop students' research skills, ethical understanding and practices through enquiry learning.

To develop students' professional skills and attributes relevant to a range of contexts and future career pathways.

Programme Learning Outcomes:

On successful completion of this programme graduates will achieve the following learning outcomes.

Programme Learning Outcomes

- PO1. Determine current and anticipated industry trends to establish independent responsive practices.
- PO2. Critically analyse, evaluate and synthesise knowledge within a wide range of contexts relating to the creative industries and career opportunities.
- PO3. Produce creative solutions within the area of games and animation production and its related industries.
- PO4. Apply production skills from pitch through to product completion.
- PO5. Establish relationships between intention, process, outcome, context and methods of dissemination within professional practice.

- PO6. Apply, critique and adapt professional skills and attributes relevant to a range of professional contexts within the creative industries.
- PO7. Display and demonstrate a professional commitment to ethical practice within creative production.
- PO8. Demonstrate professional working practice within collaborative production environments.

Assessment strategy: The assessment strategy has been designed to integrate creative practice with technical development and critical understanding, progressing from foundational knowledge to robust specialist practice. Early modules focus on building core skills through practical exercises, whilst later modules emphasise team-based production that reflects industry workflows and roles. A range of methods, including project work, portfolio creation, critical analysis, presentations and discussions helps ensure progress and outcomes are consistently challenged and evaluated.

Student support: The HE Academic Registry Team (HEART) is a dedicated team, who function as a first port of call for any issues, particularly those relating to student support.

The team can offer help and advice with a variety of issues, including:

Pastoral matters

Mental Health specialist support

Student finance

Student accommodation

Disabled Student Allowance (DSA)

Careers

Proof of study and council tax exemption letters

HE Learning Support Services

If students think they have a specific learning difficulty (SPLD), a long-term medical condition, mobility issue or mental health issue such as anxiety and depression, and there is professional evidence of this (for example doctor or psychologists report),

they may be eligible for additional support in throughout their studies. This support might be mentoring, study skills support, technological equipment or extra time in exams. Students are advised to contact HE Learning Support for further guidance.

HE LibraryPlus

HE LibraryPlus at UCW is supported across three sites. The UCW Winter Gardens campus accommodates the main LibraryPlus for all HE students, additionally Loxton Campus supports creative arts and South West Skills Campus supports engineering. These sites provide a wealth of physical resources, and electronic resources which are available for students to access remotely.

LibraryPlus at UCW is responsible for providing core resources for HE courses. A digital-first approach is encouraged to enable wider access via eBooks and online academic sources. The Head of Learning Centres, Learning Centre Coordinators and Learning Advisors process resource requests, prepare online module reading lists and support students in finding, accessing and using appropriate academic sources.

A range of technology is available to borrow from LibraryPlus to support teaching, learning and assessment, including laptops and MacBooks; DSLR, GoPro, bridge and video cameras; audio and digital notetaking equipment; and presentation tools.

Academic Development and the HE.LP Programme

HE.LP is the well-established HE LibraryPlus academic skills development programme, planned and delivered by the HE Academic Development team in collaboration with programme teams to ensure a discipline-bespoke, embedded approach. Content is planned using Learning Outcomes from assignment briefs and is designed to increase levels of information literacy, digital capability and transferrable skills. Participation in the HE.LP programme is mandatory and involves 'Active Blended Learning' (using a mix of face-to-face and online workshops). Independent study is also expected and is supported through online resources and activities as Active Distanced Learning.

Part B: Programme Structure**Year 1**

Part time students must take 90 credits from the modules in Year 1.

Full time students must take 120 credits from the modules in Year 1.

Year 1 Compulsory Modules (Full Time)

Full time students must take 120 credits from the modules in Compulsory Modules (Full Time).

Module Code	Module Title	Credit
UPCNEU-30-1	Introduction to Animation 2026-27	30
UPCNEV-30-1	Introduction to Art 2026-27	30
UPCNEW-30-1	Introduction to Game Design 2026-27	30
UPCNEX-30-1	Understanding the Creative Industries 2026-27	30

Year 1 Compulsory Modules (Part Time)

Part time students must take 90 credits from the modules in Compulsory Modules (Part Time).

Module Code	Module Title	Credit
UPCNEU-30-1	Introduction to Animation 2026-27	30
UPCNEV-30-1	Introduction to Art 2026-27	30
UPCNEX-30-1	Understanding the Creative Industries 2026-27	30

Year 2

Part time students must take 90 credits from the modules in Year 2.

Full time students must take 120 credits from the modules in Year 2.

Year 2 Compulsory Modules (Part Time)

Part time students must take 90 credits from the modules in Compulsory Modules (Part Time).

Module Code	Module Title	Credit
UPCNF4-30-2	Specialism Development 2027-28	30
UPCNEW-30-1	Introduction to Game Design 2027-28	30
UPCNF5-30-2	Wider Specialism Development 2027-28	30

Year 2 Compulsory Modules (Full Time)

Full time students must take 120 credits from the modules in Compulsory Modules (Full Time).

Module Code	Module Title	Credit
UPCNF3-30-2	Collaborative Production 2027-28	30
UPCNF4-30-2	Specialism Development 2027-28	30
UPCNF5-30-2	Wider Specialism Development 2027-28	30
UPCNEY-30-2	Professional Practice 2027-28	30

Year 3

Part time students must take 90 credits from the modules in Year 3.

Full time students must take 120 credits from the modules in Year 3.

Year 3 Compulsory Modules (Full Time)

Full time students must take 120 credits from the modules in Compulsory Modules (Full Time).

Module Code	Module Title	Credit
UPCNF6-30-3	Major Collaboration: Pre-Production 2028-29	30
UPCNF9-30-3	Advanced Professional Practice 2028-29	30
UPCNF7-30-3	Major Collaboration: Production 2028-29	30

UPCNF8-30-3	Advanced Specialism Development 2028-29	30
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Year 3 Compulsory Modules (Part Time)

Part time students must take 90 credits from the modules in Compulsory modules.

Module Code	Module Title	Credit
UPCNF3-30-2	Collaborative Production 2028-29	30
UPCNF8-30-3	Advanced Specialism Development 2028-29	30
UPCNEY-30-2	Professional Practice 2028-29	30

Year 4

Part time students must take 90 credits from the modules in Year 4.

Year 4 Compulsory Modules (Part Time)

Part time students must take 90 credits from the modules in Compulsory Modules (Part Time).

Module Code	Module Title	Credit
UPCNF6-30-3	Major Collaboration: Pre-Production 2029-30	30
UPCNF9-30-3	Advanced Professional Practice 2029-30	30
UPCNF7-30-3	Major Collaboration: Production 2029-30	30

Part C: Higher Education Achievement Record (HEAR) Synopsis

Practical applications evolve rapidly within the creative industries, but the fundamental knowledge that fuels the creative mindset of those working within them, remains the same. For this reason, fundamental and theoretical knowledge underpin this course.

Within the pursuit of state of the art production and understanding alongside professional portfolio development, students are actively encouraged to pursue

personal career ambitions; not just for industry employment, but to develop life long learning, financial sustainability and industry engagement.

Part D: External Reference Points and Benchmarks

There are no PSRB requirements for this programme. This programme has been designed to embed the principles, knowledge, application and skills outlined in the UK Quality Code for Higher Education's Subject Benchmark Statement for Art and Design (February 2017). Programme delivery will also be informed by the UN's Sustainable Development Goals.

Part E: Regulations

Approved to University Regulations and Procedures.