SECTION 1: KEY PROGRAMME DETAILS

This section provides students with key details about their programme.

PROGRAMME INFORMATION	
Final Award Title	BA (Hons) Games and Animation Production
Default Award Title (Exit Award)	
Interim Award Titles (Exit Awards)	Certificate of Higher Education Games and Animation Production Diploma of Higher Education Games and Animation Production
Awarding Institution	University of the West of England Bristol
Teaching Institutions	University Centre Weston
Partner Institutions	University Centre Weston
Delivery Locations	University Centre Weston, Knightstone Campus
Study Abroad / Exchange / Credit Recognition	No
Faculty Responsible For Programme	Faculty of Arts, Creative Industries and Education
Department Responsible For Programme	Arts and Cultural Industries
Professional Statutory or Regulatory Body (PSRB) Links	No
Apprenticeship	No
Mode of Delivery	Full-time and part-time
Entry Requirements	The University's standard entry requirements apply with the following additions/exceptions: • University Centre Weston will make judgements based upon the context of each individual student and seek evidence which demonstrates that they can benefit from study on this programme and are likely to achieve the required standard. • Applicants will in most cases have achieved five subjects at GCSE level, grade 4-9/A-C, ideally to include English Language and Mathematics or accepted equivalents (Functional Skills Level 2 is considered equivalent for this programme). Strong candidates who do not possess equivalent qualifications may however be

PROGRAMME INFORMATION	
	admitted and study GCSEs/Functional Skills alongside their programme. • Applicants will have achieved UCAS tariff points as appropriate for the year of entry, which for the academic year 2019/20 is 80 points. Up to date requirements are available through the UWE courses database or UCW website. • Applications are also welcomed from a diverse range of backgrounds from those who do not meet the entry requirements outlined above. Applicants will be considered on an individual basis where there is evidence of significant personal, professional and educational experience which indicates ability to meet the demands of an undergraduate degree programme. Consideration of applicants in this way will typically include an interview with members of the programme team and the completion of a set task such as a written assignment. • Where appropriate experience or learning has been gained prior to enrolment on the programme, UCW will consider applications for advanced entry, e.g. into year two. Applicants whose first language is not English must also gain a minimum IELTS score of 6.0 prior to entry onto the programme.
For Implementation From	September 2019
Programme Codes	*ISIS I6W6 Primary Target: I6W613* *HECOS: 100057 animation 50%, 101267 computer games 50%*

PART B: FOR STUDENT AND ACADEMIC SERVICES COMPLETION ONLY	
First UVP Approval Date	*24/07/2019*
Date of Last Revalidation (through Programme Enhancement Review)	*N/A*
Next Programme Enhancement Review Date	*2025*

SECTION 2: PROGRAMME OVERVIEW, AIMS and LEARNING OUTCOMES

This section provides students with an overview of the programme, its aims and its learning outcomes. It sets out what prospective and registered students can expect to know, understand and be able to do on successful completion of the programme.
Please write this section in the first person, addressing your prospective students.

PART A: PROGRAMME OVERVIEW, AIMS and LEARNING OUTCOMES

1. (Programme) Overview (c. 400 words)

This programme has been designed to develop students' ability to recognise and respond to the ever-changing environment and challenges faced in 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 creative industries.

2. Educational Aims (c. 4-6 aims)

This programme will:

1. Develop students' ability to be autonomous learners and to critically reflect upon personal and professional skills development that encourages lifelong learning.
2. Develop and utilise effective, appropriate research and communication skills to underpin creative processes and /or products.
3. 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.
4. To develop students' research skills, ethical understanding and practices through enquiry learning.
5. To develop students' professional skills and attributes relevant to a range of contexts and future career pathways.

3. Programme Learning Outcomes (c. 6-8 outcomes)

Programme (Learning) Outcomes (POs)

No.	PO Text
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 creative industries.
PO7	Display and demonstrate a professional commitment to ethical practice within creative production.
PO8	Demonstrate professional working practice within collaborative production environments.

4. Programme (Learning) Outcomes (POs) Mapping

Programme Outcomes:	UPCNEX-30-1 Understanding the Games and Animation Industries	UPCNEV-30-1 Understanding Art for Production	UPCNEW-30-1 Understanding to Games Development	UPCNEU-30-1 Understanding Animation for Production	UPCNF3-30-2 Creative Collaborative Production	UPCNF4-30-2 Creative Independent Production	UPCNEY – 30 – 2 Wider Professional Practice	UPCNF5- 30 – 2 Games & Animation for Cultural &Ethical Awareness	UPCNF9-30-3 Professional Practice	UPCNF7-30-3 Specialist Collaborative Production	UPCNF6-30-3 Pitching to Industry	UPCNAJ-30-3 Specialist Independent Production
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 & 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 contexts and future careers and professions within creative industries.	*	*	*	*	*	*	*	*	*	*	*	*
PO7: Display and demonstrate a professional commitment to ethical practice within creative production									*	*	*	*
PO8: Demonstrate professional working practice within collaborative production environments.									*	*	*	*

PART B: PROGRAMME STRUCTURE

1. Structure (Full-time)

This structure diagram demonstrates the student journey from entry through to Graduation for a typical **full time student** including:
- level and credit requirements
- interim award titles
- compulsory and optional modules

Year 1

Interim award: Certificate of Higher Education for Games and Animation Production requires 120 credits with at least 100 credits at level 1/FHEQ 4 or above. Please refer to UWE Academic Regulations for details.

Compulsory modules

Module Code	Module Title	Level	Credit
UPCNEU-30-1	Understanding Animation for Production	1	30
UPCNEV-30-1	Understanding Art for Production	1	30
UPCNEW-30-1	Understanding Games Development	1	30
UPCNEX-30-1	Understanding the Games and Animation Industries	1	30

Year 2

Interim award: Diploma of Higher Education Games and Animation Production requires 240 credits with at least 100 credits at level 2/FHEQ 5 or above, and 120 at level 1/FHEQ or above. Please refer to UWE Academic Regulations for details.

Compulsory modules

Module Code	Module title	Level	Credit
UPCNF3-30-2	Creative Collaborative Production	2	30
UPCNF4-30-2	Creative Independent Production	2	30
UPCNEY-30-2	Wider Professional Practice	2	30
UPCNF5-30-2	Games and Animation for Cultural and Ethical Awareness	2	30

Year 3
Award: BA (Hons) Games and Animation Production requires 360 credits with at least 100 credits at level 3/FHEQ 6 or above, plus 100 are at level 2/FHEQ 5 or above, and a further 140 are at level 1/FHEQ 4 or above. Please refer to UWE Academic Regulations for details.

Compulsory modules

Module Code	Module title	Level	Credit
UPCNF8-30-3	Specialist Independent Production	3	30
UPCNF6-30-3	Pitching to Industry	3	30

UPCNF7-30-3	Specialist Collaborative Production	3	30
UPCNF9-30-3	Professional Practice	3	30

2. Structure (part-time)

This structure diagram demonstrates the student journey from entry through to Graduation for a typical **part-time student** including:
- level and credit requirements
- interim award titles
- compulsory and optional modules

Year: 1

Compulsory modules

Module Code	Module Title	Level	Credit
UPCNEX-30-1	Understanding the Games and Animation Industries	1.1	30
UPCNEV-30-1	Understanding Art for Production	1.1	30
UPCNEU-30-1	Understanding Animation for Production	1.1	30

Year: 2

Interim award: Certificate of Higher Education for Games and Animation Production requires 120 credits with at least 100 credits at level 1/FHEQ 4 or above. Please refer to UWE Academic Regulations for details.

Compulsory modules

Module Code	Module Title	Level	Credit
UPCNEW-30-1	Understanding Games Development	1.2	30
UPCNF5-30-2	Games and Animation for Cultural and Ethical Awareness	2.1	30
UPCNF4-30-2	Creative Independent Production	2.1	30

Year: 3

Interim award: Diploma of Higher Education Games and Animation Production requires 240 credits with at least 100 credits at level 2/FHEQ 5 or above, and 120 at level 1/FHEQ or above. Please refer to UWE Academic Regulations for details.

Compulsory modules

Module Code	Module title	Level	Credit
UPCNEY-30-2	Wider Professional Practice	2.1	30
UPCNF3-30-2	Creative Collaborative Production	2.1	30
UPCNF8-30- 3	Specialist Independent Production	3.1	30

Year: 4

Award: BA (Hons) Games and Animation Production requires 360 credits with at least 100 credits at level 3/FHEQ 6 or above, plus 100 are at level 2/FHEQ 5 or above, and a further 140 are at level 1/FHEQ 4 or above. Please refer to UWE Academic Regulations for details.

Compulsory modules

Module Code	Module title	Level	Credit
UPCNF9-30-3	Professional Practice	3.2	30
UPCNF6-30-3	Pitching to Industry	3.2	30
UPCNF7-30-3	Specialist Collaborative Production	3.2	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 enoucouraged 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

A: Approved to [University Regulations and Procedures](#)