



Programme Specification

Games and Animation Production [UCW]

Version: 2024-25, v1.0, Validated

Contents

Programme Specification.....	1
Section 1: Key Programme Details.....	2
Part A: Programme Information	2
Section 2: Programme Overview, Aims and Learning Outcomes	2
Part A: Programme Overview, Aims and Learning Outcomes	3
Part B: Programme Structure.....	4
Part C: Higher Education Achievement Record (HEAR) Synopsis	7
Part D: External Reference Points and Benchmarks	7
Part E: Regulations	8

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: University Centre Weston

Teaching institutions: University Centre Weston

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 2021

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 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.

Features of the programme:

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 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 test the programme learning outcomes.

Student support:**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	Understanding Animation for Production 2024-25	30
UPCNEV-30-1	Understanding Art for Production 2024-25	30
UPCNEW-30-1	Understanding Games Development 2024-25	30
UPCNEX-30-1	Understanding the Games and Animation Industries 2024-25	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	Understanding Animation for Production 2024-25	30
UPCNEV-30-1	Understanding Art for Production 2024-25	30
UPCNEX-30-1	Understanding the Games and Animation Industries 2024-25	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 2025-26	30

UPCNEW-30-1	Introduction to Game Design 2025-26	30
UPCNF5-30-2	Wider Specialism Development 2025-26	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 2025-26	30
UPCNF4-30-2	Specialism Development 2025-26	30
UPCNF5-30-2	Wider Specialism Development 2025-26	30
UPCNEY-30-2	Portfolio Development 2025-26	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 2026-27	30
UPCNF9-30-3	Professional Portfolio 2026-27	30
UPCNF7-30-3	Major Collaboration: Production 2026-27	30
UPCNF8-30-3	Advanced Specialism Development 2026-27	30

Year 3 Compulsory Modules (Part Time)

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

Module Code	Module Title	Credit
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UPCNF3-30-2	Collaborative Production 2026-27	30
UPCNF8-30-3	Advanced Specialism Development 2026-27	30
UPCNEY-30-2	Portfolio Development 2026-27	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 2027-28	30
UPCNF9-30-3	Professional Portfolio 2027-28	30
UPCNF7-30-3	Major Collaboration: Production 2027-28	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.