

**PROGRAMME SPECIFICATION AND CURRICULUM MAP
FOR GAME DESIGN**



1. Programme title	Game Design
2. Awarding institution	Middlesex University
3. Teaching institution	AKTO Art and Design (Athens)
4. Details of accreditation by professional/statutory/regulatory body	
5. Final qualification	BA (Hons) Degree
6. Year of validation Year of amendment	2019
7. Language of study	Greek
8. Mode of study	Full-time & Part time
9. Criteria for admission to the Programme	
<p>One can enroll in the course if they have creative thinking or a talent and have a love for the field. For their enrolment those interested in the course have to apply via a special AKTO form, they must have completed secondary education and they must attend an interview with the Head of the course. It is possible for one to enroll without having completed secondary education if they are judged to be an exceptional talent, provided that they have completed their 17th year of age. In all cases the interested party presents a portfolio to the Head of the course. In no case can one be enrolled in the course if they are not 17 years of age and they have not completed the 9-year compulsory education. As the programme is taught in Greek, Greek language requirements for foreign applicants are of a B2 level. There are no maximum age limit.</p>	
10. Aims of the programme	
<p>Learning in art and design, as per Subject benchmark statement, develops:</p> <ul style="list-style-type: none"> • the capacity to be creative • an aesthetic sensibility • intellectual enquiry • skills in team working • an appreciation of diversity • the ability to conduct research in a variety of modes • the quality of reflecting on one's own learning and development • the capacity to work independently, determining one's own future learning needs. <p>The Game Design programme aims to equip graduates with a range of skills that prepare them for employment within the digital games industry. Game design is at the core of what we teach on this programme and is a multi-disciplinary skill that covers the creation of rules, art, software use, communication, writing and research.</p> <p>During the degree you will learn to prototype, write games design documents, pitch games and develop skills in digital asset creation, image manipulation, animation and 3D modelling relevant to design roles. You will also learn the core theories, concepts and methods of analysis of games from a theoretical perspective which will help you create games that are informed by a rich foundation of knowledge</p> <p>The main goal of this programme is to develop visual communication designers with theoretical and technical knowledge, a high artistic quality and professional parity, in order to confront every issue that arises in visual communication, within its social context. It enables you to observe, identify and solve problems, make critical and reflective judgements, develop rational and analytical skills, and an ability to generate alternatives. The programme combines the conceptual, theoretical and the practical and enhances</p>	

your experiential, activity and enquiry-based learning. Ultimately, you will be able to contribute to both the cultural development and the economic well-being of the individual and of society.

Specifically, the programme instills you with high aesthetic perception, knowledge of the history, principles and technological developments, current international trends and skills in all forms and applications of game design and development. It will allow you to engage with appropriate related theories within global, historical, contemporary and cultural settings and develop your own critical disposition in relation to your discipline.

It will enhance your verbal and written communication skills, and your ability to present original solutions based on international game design practices, assist you in expanding ideas, evaluating and supervising various stages of a given project, and develop your awareness on all printing processes and materials. It will enable you to understand the broad vocational context of Game Design and the range of professional practices that inform it, by developing your awareness of competitive markets, the psychology of the target group, market trends both in the national and international arena.

A range of transferable skills is incorporated into the programme, so as to assist you in achieving a successful career and constantly develop as artists and professionals, recognizing that you belong in the generation that will form the game design of the future. Independence of thought, originality of ideas and professionalism, are the key parameters that are enhanced through both the curriculum and the organized complementary activities that form the educational experience within the programme.

11. Programme outcomes - the programme offers opportunities for students to achieve and demonstrate the following learning outcomes.

<p>A. Knowledge and understanding</p> <p>On completion of this programme the successful student will be able to:</p> <ol style="list-style-type: none"> 1. Demonstrate knowledge and understanding of the Animation and gameplay industry, as well as the principles techniques and applications of digital image processing. 2. Evidence critical understanding of the principles of visual synthesis, Graphic Design and Level Design. 3. Critically engage with the key historical developments in the evolution of Animation and the Game genre and relate them to broader cultural issues. 4. Evidence critical understanding of research principles, methodologies and models for Game Design applications. 	<p>Teaching/learning methods</p> <p>Students gain knowledge and understanding through their attendance, participation and engagement in: lectures; seminars; independent study, group debate - discussion and tutorials.</p> <p>Assessment</p> <p>Student's knowledge and understanding is assessed through creative coursework and written assignments.</p>
<p>B. Cognitive (thinking) skills</p> <p>On completion of this programme the successful student will be able to:</p> <ol style="list-style-type: none"> 1. Demonstrate an ability to analyse information and experiences, integrate theory and practice, and extend their learning in different contextual frameworks. 2. Demonstrate proficiency in undertaking and presenting research, interpreting texts, recognizing problems, determining correlations and evaluating findings. 3. Exhibit skills in generating concepts, setting design parameters and goals, determining action sequences, in response to set briefs and/or as self-initiated activity. 4. Present evidence that demonstrates an ability to analyse and criticize completed work, benefit from critical judgements and contribute to relevant debates. 	<p>Teaching/learning methods</p> <p>Students develop cognitive skills through participation in seminars, research projects, creative coursework, written assignments and peer critiques.</p> <p>Assessment</p> <p>Students' cognitive skills are assessed through creative coursework, interim presentations and written assignments.</p>

<p>C. Practical skills</p> <p>On completion of the programme the successful student will be able to:</p> <ol style="list-style-type: none"> 1. Select and make appropriate use of subject specific software, apply skills in game engines and programming to combine creatively all the elements which constitute a comprehensive contemporary Game Design. 2. Demonstrate an ability to apply the appropriate drawing techniques and create designs that lead to original computer Games. 3. Apply appropriate communicative techniques and methods used for narrative and storytelling using Game Design. 4. Select, apply and manage the appropriate research methodologies in order to investigate a topic and demonstrate skills related to professional practice. 	<p>Teaching/learning methods</p> <p>Students develop practical skills through exercises, demonstrations, practical projects and workshops.</p> <p>Assessment</p> <p>Students' practical skills are assessed through creative coursework, creative projects and practical exercises.</p>
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<p>D. Graduate Skills</p> <p>On completion of this programme the successful student will be able to demonstrate:</p> <ol style="list-style-type: none"> 1. Organisational and time management skills. 2. Communication and presentation skills. 3. Research and problem solving skills, working accurately with numbers and measurements. 4. Information technology skills. 5. Teamwork skills. 6. Career development skills. 	<p>Teaching/learning methods</p> <p>Students acquire graduate skills through their involvement in projects, individual and group exercises and their active participation in seminars.</p> <p>Assessment</p> <p>Students' graduate skills are assessed by both continuous and final assessment, through exercises, interim and final presentations and project work.</p>
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12. Programme structure (levels, modules, credits and progression requirements)

12. 1 Overall structure of the programme

The course is studied over three years (6 semesters) full-time and study is undertaken in three levels (one for each year of study. A part-time mode is also offered, whereby students complete the course in 8 semesters (Level 4 is completed in the first year of studies, Level 5 is completed in the second year of studies and Level 6 is completed in the third and fourth year of studies). 100% of the course is College-based. The course is arranged in 15 week semesters. There are 13 study weeks per semester.

The course is divided into study units called modules. Each level has an equivalent of 120 credits.

FHEQ Levels 4 & 5 (Years 1 & 2): Each module has a credit value of 20 credits. Each 20-credit module represents approximately 200 hours of student learning, endeavor and assessment.

FHEQ Level 6 (Year 3): There are two modules with a credit value of 30 and 30 credits respectively in semester 5 and one module with a credit value of 60 in semester 6, which is the main project. Upon successful completion of the third level of studies, students receive the BA award.

Details of each module can be found in the module descriptors below.

12.2 Levels and modules		
Level 4		
COMPULSORY	OPTIONAL	PROGRESSION REQUIREMENTS
Students must take: ANIM111 Computer Design I (20 credits) ANIM121 Drawing & Visual Communication I (20 credits) ANIM132 Digital Storytelling I (20 credits) ANIM112 Computer Design II (20 credits) ANIM122 Drawing & Visual Communication II (20 credits) ANIM132 Digital Storytelling II (20 credits)	-	120 credits are required for progression to the next level of study.
Level 5		
COMPULSORY	OPTIONAL	PROGRESSION REQUIREMENTS
Students must take: GAD213 Game Design Research & Practice I (20 credits) GAD223 Level Design I (20 credits) GAD233 Game Development I (20 credits) GAD214 Game Design Research & Practice II (20 credits) GAD224 Level Design II (20 credits) GAD234 Game Development II (20 credits)	-	120 credits are required for progression to the next level of study.
Level 6		
COMPULSORY	OPTIONAL	PROGRESSION REQUIREMENTS
Students must take: GAD315 Game Design Research Project (30 credits) GAD325 Pr. Development & Research in Game Design (30 credits) GAD316 Main Project (60 credits)	-	120 credits are required for successful completion of the academic year and a total of 360 credits are required in order for students to graduate.
12.3 Non-compensatable modules		
Module level	Module code	
Compensation is not permitted in any module		
13. A curriculum map relating learning outcomes to modules		
See Curriculum Map attached.		
14. Information about assessment regulations		
Detailed information about assessment regulations that apply to the programme can be found in the handbook (Also see Middlesex University Regulations at www.mdx.ac.uk/regulations). In general, students must pass all components of each module, in order to complete the module successfully.		
15. Placement opportunities, requirements and support		
Not applicable		

16. Future careers

The Careers Office looks after the professional provision of AKTO graduates. Various companies who have job vacancies contact it. By advising the student records and academic staff, it promotes, in line of priority, the most capable students. It also deals with graduate requests for employment and holds several reference material and information on professional requirements and employment opportunities. Graduates of this course are expected to work as entrepreneurs or be employed in Design companies (Advertising, Mobile Application, Game Design etc.). They can also pursue an academic career or continue further their studies.

17. Particular support for learning

Both AKTO buildings (Athens and Thessalonica) are equipped with equivalent facilities and house a Library, Green room, post-production unit and Auditorium. The students use design and drawing studios, with adequate space and of course computer rooms which are equipped with all the relevant software and peripherals. The studios are at the student's disposal many hours during the week in order to practice and prepare their projects and there are always technicians and assistants to support them. The college is equipped with a variety of projection facilities which are used at lessons and seminars.

The libraries of the college are equipped with computers, photocopying machines, internet stations and video room. The librarians also provide information on other libraries that the students can use and there is a database of relevant web-sites (see section 'Library and learning Resources' for the opening hours of the libraries).

The sound studio and post-production facilities are also at the disposal of the students in order to develop their projects.

The course operates within the multidisciplinary setting of AKTO, offering students the opportunity to come into contact with students from other Art & Design programmes, attend common activities and explore the common ground and applications of their disciplines and others.

AKTO has a strong tradition in establishing and maintaining strong links with the relevant industry, which creates opportunities for students to visit working areas such as publishing companies and printing workshops and, what's even more important, get assigned real projects by various companies while they study, thus gaining experience, participating in exhibitions outside the college, winning prizes and even seeing their work published while they still study.

The college also has a tradition in organizing various other activities that enrich student experience, such as educational excursions abroad, conferences, lectures by known professionals etc.

18. JACS code (or other relevant coding system)

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19. Relevant QAA subject benchmark group(s)

Art & Design

20. Reference points

1. Subject Benchmark Statements for Art and Design programmes as issued by the QAA (2017)
2. Descriptors of the National Qualifications framework for Art & Design (2014)
3. Middlesex University regulations (2018-2019)
4. AKTO College mission statement (2013)
5. The framework for higher education qualifications [FHEQ] (2014)

21. Other information

Students also benefit from:

-Qualifications and expertise of teaching staff: Most members of the programme team have completed university studies, undergraduate and/or postgraduate studies. All of them are practicing professionals with notable experience in the field.

-Educational experience of the teaching staff: all members of staff have substantial educational experience since they have been teaching in advanced levels of undergraduate programmes for a number of years.

-History and experience of the college: AKTO, which is the largest provider in the field of Art & Design education in Greece, has been running successfully a number of undergraduate programmes in the field, validated by Middlesex University since 1992, the MA in Design course since 2003 as well as the MA in Photography &

Visual language course and the MA in Fashion Brand Communication and Styling course since 2018. The college has a long-standing good reputation for the quality of its provision.

-The validation by Middlesex University ensures implementation of all quality factors and procedures officially referring to academic programmes of such standards.

The programme is evaluated and improved in the following ways:

-Student feedback in surveys (end of first semester) and board of studies (once per semester).

-External Examiner arrangements: Future reports on the operation and standards of the BA Level will assist in the evaluation and improvement of the Programme.

-Feedback from the employment market, whereby there is a demand for AKTO graduates by employers, is very positive, and the very good reputation of AKTO graduates in the industry.

Programme Learning Outcomes

Knowledge and understanding		Practical skills	
A1	Demonstrate knowledge and understanding of the Animation and gameplay industry, as well as the principles, techniques and applications of digital image processing.	C1	Select and make appropriate use of subject specific software, apply skills in game engines and programming to combine creatively all the elements which constitute a comprehensive Game Design.
A2	Evidence critical understanding of the principles of visual synthesis, Graphic Design and Level Design.	C2	Demonstrate an ability to apply the appropriate drawing techniques and create designs that lead to original computer Games.
A3	Critically engage with the key historical developments in the evolution of Animation and the Game genre and relate them to broader cultural issues.	C3	Apply appropriate communicative techniques and methods used for narrative and storytelling using Game Design.
A4	Evidence critical understanding of research principles, methodologies and models for Game Design applications.	C4	Select, apply and manage the appropriate research methodologies in order to investigate a topic and demonstrate skills related to professional practice.
Cognitive skills		Graduate Skills	
B1	Demonstrate an ability to analyse information and experiences, integrate theory and practice, and extend their learning in different contextual frameworks.	D1	Organisational and time management skills.
B2	Demonstrate proficiency in undertaking and presenting research, interpreting texts, recognizing problems, determining correlations and evaluating findings.	D2	Communication and presentation skills.
B3	Exhibit skills in generating concepts, setting design parameters and goals, determining action sequences, in response to set briefs and/or as self-initiated activity.	D3	Research and problem solving skills, working accurately with numbers and measurements.
B4	Present evidence that demonstrates an ability to analyse and criticize completed work, benefit from critical judgements and contribute to relevant debates.	D4	Information technology skills.
		D5	Teamwork skills.
		D6	Career development skills.