



STAFFORDSHIRE  
UNIVERSITY



MAKE AN IMPACT IN **COMPUTER GAMES TECHNOLOGY**

UNDERGRADUATE  
SUBJECT GUIDE

This guide has been created to give you a flavour of the subject areas we offer at Staffordshire University. It's one of over 50 different routes, so there's a good range to choose from. Visit [www.staffs.ac.uk/ugsubjects](http://www.staffs.ac.uk/ugsubjects) for information on all of our subject areas.

# GET TOGETHER WITH OUR BEST GAMING MINDS.

## **Why study Computer Games Technology at Staffordshire University?**

Computer gaming is a global pastime, and it's always innovating, challenging, expanding and evolving. The UK is already a hotbed of design, production and animation talent, so if you're keen on artwork, music composition, storyboarding or conceptual thinking, one of our Computer Games Technology degrees could be the

perfect stepping-stone to a successful career. We've got an impressive reputation for Computing and we have close ties with industry so we'll make sure you learn all the important stuff, whether your future lies in complex high polygon modelling for PC or console games, low-polygon modelling for handheld consoles, massive multiplayer online games, or serious real-life simulations for healthcare, Military and Police.

## Our Computer Games Technology degrees

---

BSc(Hons) Computer Games Design

UCAS code: H132

---

BEng(Hons)/MEng Computer Games Design

UCAS code: H130

---

BSc(Hons) Computer Gameplay Design and Production

UCAS code: G460

---

BEng(Hons)/MEng Computer Gameplay Design and Production

UCAS code: G462

---

BEng(Hons)/MEng Computer Gameplay Design and Production  
(Two Year Fast-track)

UCAS code: G462

---

BSc(Hons) Computer Games Design and Programming

UCAS code: GG46

---

BSc(Hons) Game Technical Art

UCAS code: GG40

---

BSc(Hons) Games Audio Design

UCAS code: JW92

---

BSc(Hons) Games Concepts Design

UCAS code: G613

---

BSc(Hons) Computer Games Design (Extended)

UCAS code: G461

---

BSc(Hons) Computer Games Design (Top-up)

UCAS code: H133

---

## Our typical entry requirements

---

BSc(Hons) Computer Games Design

BEng(Hons)/MEng Computer Games Design

BSc(Hons) Computer Gameplay Design and Production

BEng(Hons)/MEng Computer Gameplay Design and Production

BSc(Hons) Computer Games Design and Programming

BSc(Hons) Game Technical Art

BSc(Hons) Games Audio Design

BSc(Hons) Games Concepts Design

280 UCAS points

A levels: BBC or CCC plus C at AS level

BTEC: DMM

---

BSc(Hons) Computer Games Design (Extended)

160 UCAS points from a minimum of one A level or a BTEC  
National Award

---

BSc(Hons) Computer Games Design (Top-up)

HND Media Technology: Games

---



### **Designed by industry, for industry**

Our key Computer Games Technology degrees are accredited by the Institution of Engineering and Technology (IET). Not only that, but all our courses are designed in conjunction with the Games Industry. Passionate, inspired, enthusiastic and never afraid to innovate, our staff make sure the courses are continually reviewed and updated to satisfy the latest demands of the Games Design and 3D modelling sectors.

### **Close ties with top companies**

We've got strong links to some of computer gaming's biggest names, including RARE, which has its motion capture studio on site. We are also involved with many indie companies who develop a variety of game on a variety of platforms using a range of game distribution networks.

### **How you'll learn**

Our primary objective is to prepare you for a long and successful career in the computer games industry. That's why we're always fully up-to-date with the latest industry trends, and we can anticipate and embrace new thinking beyond the conventional academic world. Whichever degree course you choose, it will be closely modelled on workplace practice, right down to working in industry-sized development teams and using the same pipelines and design methodologies to create vital game assets.

### **Placement opportunities**

To really make the most of your studies here, we recommend taking advantage of our placement scheme, which could see you enjoying a year's full-time paid work in a computing job between your second and final years.



*Upon graduation, there'll be no aspect of games design language that you do not understand. Our Computer Games Technology graduates have gone on to work for some of the biggest names in the business.*



---

Dr Bobbie Fletcher, Award Programme Manager,  
Computer Games Design

---



To see a range of videos and interviews visit  
[www.youtube.com/staffsuni](http://www.youtube.com/staffsuni)

---

#### **Advanced facilities**

We've got one of Europe's finest purpose-built computing facilities, where you'll be treated to some of the very best learning facilities around. We've got over 150 computers dedicated to games design, a RARE motion capture studio and suite, a games lab and 3D modelling rooms with software including 3DSMAX and Z-Brush. We have numerous Nintendo Wiis, Xbox 360s, Playstation 3s, PSPs and high-end PCs.

#### **Employability**

Previous Games Design graduates have found employment at the following places: Rock Star (North), Naughty Dog (USA), Astraware, Asylum Entertainment, Blitz Games, Climax, Codemasters, Endrant, Gusto Games, i2Ltd., Jagex, Jester, Juice Games and Kuju Entertainment. They have secured positions in a variety of roles such as level designer, environment artist, 3D character modeller, games designer, games production assistant, games technical artist.

**BSc(Hons) Computer  
Games Design**

is

**ACCREDITED BY**

**Institute of Engineering  
and Technology (IET)**



Collective inspiration

**“ 78% of Staffordshire University  
Computer Science students,  
surveyed six months after  
graduating, had secured a  
graduate-level job. ”**

---

**Source: [unistats.direct.gov.uk](http://unistats.direct.gov.uk)**

---

To find out more  
about our Faculty  
of Computing,  
Engineering and  
Technology visit  
[www.staffs.ac.uk/  
computing](http://www.staffs.ac.uk/computing)

# CHOOSE FROM A RANGE OF EXCITING AND INNOVATIVE SUBJECTS.

Other subject areas that could interest you:

- Computer Games Programming
- Visual Effects
- Web and Multimedia

View the complete range at  
[www.staffs.ac.uk/ugsubjects](http://www.staffs.ac.uk/ugsubjects)

The information in this guide is correct at the time of publication, but may be subject to change.

For the latest information visit [www.staffs.ac.uk/undergraduate](http://www.staffs.ac.uk/undergraduate) or contact our enquiries team on t: 01782 294400 e: [enquiries@staffs.ac.uk](mailto:enquiries@staffs.ac.uk)

Now you've read the guide, if you would like specific information about one or more of the courses listed, please call our enquiries team on 01782 294400 to request a course leaflet or visit [www.staffs.ac.uk/undergraduate](http://www.staffs.ac.uk/undergraduate)

Why not check out what student life is like, first hand, at one of our open days? Visit [www.staffs.ac.uk/opendays](http://www.staffs.ac.uk/opendays) for more details.

You can also find us on:





**STAFFORDSHIRE  
UNIVERSITY**

# THE STAFFORDSHIRE GRADUATE

**EMPLOYABLE.  
ENTERPRISING.  
ENTREPRENEURIAL.**

**Study at Staffs and we'll help you to develop the skills and qualities necessary for success in the 21<sup>st</sup> Century.**

By working together, we'll aim to equip you to become 'The Staffordshire Graduate' – an individual with the knowledge, personal attributes and expertise that employers look for, and the ability to stand out in the job market.

With a thorough understanding of your chosen field, you'll be a reflective, critical learner with a truly global perspective. Work-ready and highly employable, you'll also fully understand the importance of being enterprising and entrepreneurial – essential skills whether you go into employment or start your own business.



■ **CREATE THE DIFFERENCE**

**For lots of friendly help and advice:  
Call: 01782 294400  
Email: [enquiries@staffs.ac.uk](mailto:enquiries@staffs.ac.uk)**