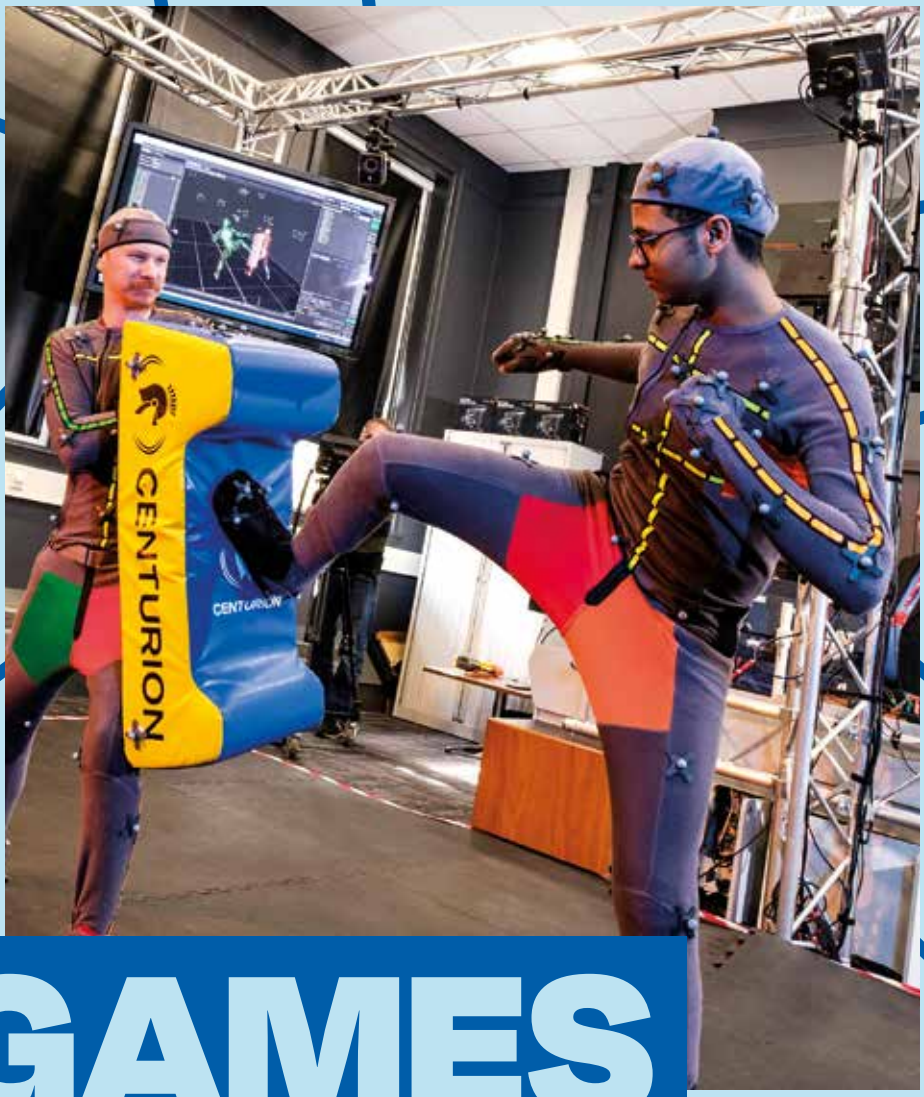
University of Staffordshire



GAMES

Your place
of possibility

NO. 1 IN THE UK FOR GAME DESIGN & DEVELOPMENT

Rookies Global School Rankings 2023

21 YEARS OF GAMES

We are delighted to announce that Staffordshire University has rebranded to become University of Staffordshire. It reinforces our commitment to Staffordshire and beyond. Our brand evolution also heralds an exciting new future, with lots of new opportunities for our students.

WELCOME TO GAMES

Study at a world-renowned university for games and turn possibility into reality.

Create your own games in our in-house studio. Pitch your projects to industry professionals. And make the connections that will open doors to exciting careers.

Here's your chance to join the **UK's number 1 university for Game Design and Development** (The Rookies Global School Rankings 2023). The gateway to industry and beyond.

Our students regularly win national awards for their games and many go on to land roles with major studios. Every year, the likes of Rockstar Games, D3t, Red Kite Games, Sumo Digital, Boss Alien and Flix Interactive are invited to interview our students for graduate jobs.

As Britain's largest games department, we have an extensive range of courses, from Concept Art through to Games Design and Games Programming. Some of these are available at both our Stoke-on-Trent and London campuses.

We offer next-level teaching and hands-on, personalised learning. You'll get all the support you need to achieve real success.

DISCOVER OUR COURSES

Bringing your place of possibility to life

THIS IS YOUR PLACE

NO. 1 IN THE UK FOR GAME DESIGN AND DEVELOPMENT
Rookies Global School Rankings 2023

RANKED NO.1 VIDEO GAME SCHOOL FOR JOB PLACEMENT RATES
Games Schools Ranking by GAMEducation 2024

HOUDINI CERTIFIED PARTNER

ACCREDITED BY TIGA

UK'S LARGEST STUDENT GAMES CONFERENCE

ACCESS PLAYSTATION PROFESSIONAL DEVELOPMENT HARDWARE

ONE OF THE LARGEST DEDICATED MOTION CAPTURE STUDIOS IN UK EDUCATION

LIVE INDUSTRY BRIEFS

WORK WITH INDUSTRY EXPERTS

TIGA AWARD-WINNING STUDENTS AND STAFF

AUTHORISED UNREAL TRAINING CENTRE

WHY CHOOSE UNIVERSITY OF STAFFORDSHIRE

Find your gateway to industry and a future full of possibilities. An amazing community, where amazing things happen. **All built around you.**

Leading modern courses

Right from the beginning, we've been at the cutting edge of industries and driving change. Building a bridge between the classroom and real-world practice. Learn the skills for the future on our career-focused courses.

Next-level teaching

We teach in the best way, not the old way. Pushing boundaries and using hands-on, personalised learning. Championing digital innovation, from CGI to games technologies. Immerse yourself in our simulation spaces, taking you from crime scene to courtroom or ambulance to operating theatre.

Personalised support

Get all the support you need to achieve real success. Whether you have a worry about money, your studies, your mental health or a personal issue, we're here for you every step of the way.

Gateway to careers

With our unique industry connections, you'll unlock your potential. Unleash your entrepreneurial skills as you take on projects, explore placements or exhibit your work at shows, and gain the skills for whatever comes next. You can even become a student consultant, marketing your expertise to employers.

Inclusive community

Become part of our open, inclusive and welcoming community. An environment that's big on personality and full of character. A place where you'll feel empowered and inspired. Where everyone is valued and you can be you.

20 YEARS OF GAMES

Welcome to the home of games development. It marks 20 years since we launched our first Computer Games Design degree. Since then, we've grown to become the largest games department in the UK, with more than 1,800 students.

Join us and become part of our exciting next phase of development.

20 years of expertise

Tap into our extensive expertise and we'll help you kick-start your career. There's a world of opportunities out there for our games graduates.

We can also offer you:

- Unique connections into industry – Pitch your games to industry professionals, hear from guest speakers and build your network of contacts.
- Excellent graduate employability – Our graduates can be found at virtually every major games studio around, including Codemasters, Sumo Digital and Playground Games.
- Top-rated games provision – We were recently named the UK's top video games school for job placement rates by GAMEducation, for the second year in a row. We're also number 1 in the UK for game design and development in the Rookies Global School Rankings 2023.
- Opportunities to create your own games – Collaborate with other students to make playable products. Every year, 30 students also join our in-house Bulldog Studios and spend the summer building real games.
- The chance to achieve national recognition – Our students regularly win industry awards for their games. In 2024, an incredible 14 Staffordshire graduates have been shortlisted for TIGA's Graduate of the Year and Postgraduate of the Year awards.
- Industry partnerships – Through our Houdini-certified school status, you'll have access to one of the most advanced 3D creation tools around.

Transferable skills

Your skills will be in demand across the games industry and beyond. Games technology is now being applied to lots of different fields.

You'll find it in films, GPS systems, fitness trackers, simulators that train surgeons and pilots, and virtual reality exhibits. The job opportunities are rapidly evolving.

Celebrating 20 Years of Games

We launched our "20 Years of Games" initiative to celebrate our milestone anniversary. Over the last year, we've held high-profile events including games jams, conferences, bootcamps, exhibitions, panel discussions and a lecture series.

We've also built on the success of our popular vodcast series Level of Detail, which you can watch on YouTube. The episodes show our academics playing iconic video games as they chat about some of the technical features.

Our anniversary marks a commitment to equipping students with the skills, knowledge and experience to thrive in the games industry.

FACILITIES

AT OUR STOKE-ON-TRENT CAMPUS

EXPLORE OUR FACILITIES

Games labs

Our world-class games development studios are fully equipped with the latest industry-standard software and hardware to give you a professional design and programming experience.

Games and concept art labs

A space to explore your artistic creativity on the latest 3D modelling and digital painting software. Our industry-quality workstations come complete with Wacom tablets ready for you to use.

VR, AR and Mixed Reality Lab

A creation station equipped with Vive Virtual Reality headsets, new haptic technologies, and a dedicated development area to create, develop and test VR and AR solutions for entertainment and commercial applications.

Motion Capture Studio

Our Motion Capture Studio is an industry-standard facility with 24–camera setup - a huge space for students to record sessions and software which is powered by Vicon.

Virtual Production Studio

Our new £300k Virtual Production Studio combines the latest digital innovations in VFX, CGI and gaming technology with traditional film and video production techniques. Large LED panels project realistic, digitally animated landscapes into a live production environment to seamlessly blend physical and virtual worlds together.

Life drawing facilities

For our art students, we have two dedicated life drawing studios. The multi-functional studios allow you to work in a variety of media including charcoal, paint and even wet clay. We have a large variety of characterful life models, customisable lighting, and props to bring each session to life.

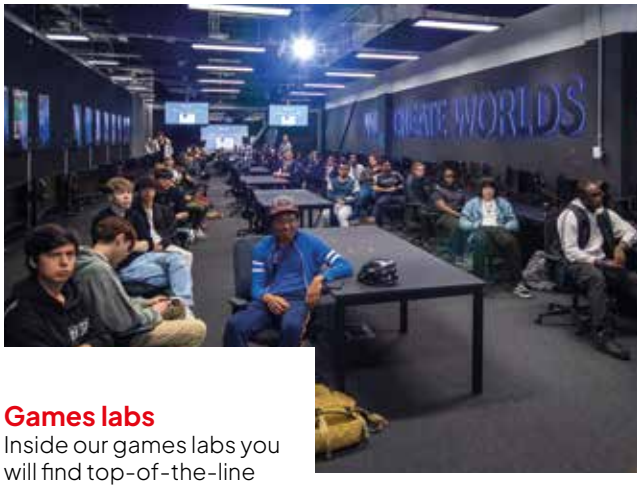
Smart Zone

A bustling centre of invention, innovation and creation, the Smart Zone houses dedicated workshop space, the latest in digital technology and high-end computing facilities. The £1.3m space is the biggest collaboration space on campus, fusing state-of-the-art fabrication spaces with augmented and blended reality facilities, allowing you to bring your ideas to life using the latest digital and immersive technologies.

UK games conference

University of Staffordshire is host to the UK's largest student games conference, aimed at bringing expert advice and guidance from industry gurus straight to you. For free!

When you're surrounded by amazing people, amazing things will happen.



FACILITIES

AT OUR LONDON CAMPUS

Production Warehouse

Our games students have access to the production warehouse which is home to a number of independent learning areas as well as our game studios, providing the best industry-approved facilities for students.

Knowledge Exchange

Designed to emulate the ambience of a typical games studio, you will be surrounded by dual-screen monitors, wireless casting capabilities, and innovative beehive work desks, all geared towards preparing you for the professional world. You will also have the opportunity to reserve sessions in our unique 'aviaries' – metal-framed booths adorned with airy curtains. These cosy booths are equipped with comfortable seating and offer an ideal setting for you to showcase your projects to small groups or indulge in focused, quiet study within dedicated soundproof environments.

Games labs

Inside our games labs you will find top-of-the-line dual screen monitors and high-quality graphics cards that will bring your gaming and design ideas to life.

The Stage

This contemporary glass enclosure is equipped with state-of-the-art virtual reality technology and wireless casting. This innovative space also boasts comfortable seating arrangements, perfect for stimulating student discussions, debates, and collaborative brainstorming sessions. Whether you're delving into immersive virtual experiences or engaging in lively dialogue, the stage provides a dynamic environment tailored to enhance your learning and creative exploration.

The Arena

Within our campus, you'll discover our remarkable gaming arena, a captivating space equipped to accommodate premier gaming events. Featuring custom-designed lighting, a portable green screen kit for projects, and a six-presenter desk, you'll have the opportunity to test your own games in this environment.

Post-production suite

Our cutting-edge post-production suite, is equipped with the latest industry-standard software and technology, and offers a seamless workflow for editing, sound mixing, colour grading, and more.

OUR STUDENTS

“University of Staffordshire London is uniquely different to other universities with its personalised one-to-one learning, and immersive classrooms that are reminiscent of real game studios, which prepare students for the real world.”

Claudia-Noemi Vaduva

Computer Games Design with Animation

“The games department have moulded me into what I am now. They pushed me into the industry and I have the utmost appreciation and respect for them for that.”

Brandon Briggs

Computer Games Programming

MEET THE EXPERTS

DAVID EDWARDS

Course Director (Games Art and Concepts)

David is an experienced 3D and technical artist and academic. He teaches on many earlier levels of the degree, bringing expertise in environment and character modelling, digital story sculpting and the Unreal Engine. His research interests include games art pipeline, photogrammetry and environmental storytelling.

DAVID JAMES

Course Director (Games Design)

David specialises in the design principles and technical implementation of game software. He has been teaching games development for more than eight years, covering game engines, design methods and game art. He claims that making games is one of the most rewarding technical and creative endeavours that someone can do, and he hopes to instil this passion in his students.

EMMA FALLOWS

Lecturer (Games Development)

Emma is an artist, researcher, and lecturer in games development. Her research explores applying virtual reality to museum displays to enhance the education and overall visitor experience. This research shows new potential to implement haptic enabling technologies to create a limitless interactive museum experience.

THOMAS OLIVER

Course Leader (Computer Games Design and Programming)

Before lecturing, Thomas worked in industry and was co-founder of a small indie games development company. He was developing in all areas from engine programming and shader design to audio and texturing. He has always been a gamer, and has enjoyed playing any game genre from a young age.

PROF. CHRIS HEADLEAND

Head of Department (Games Design and Technology)

Chris has 20 years of experience in a variety of teaching and learning roles. He is internationally recognised as an expert in student engagement and was awarded a prestigious National Teaching Fellowship in 2021. His research focuses on virtual reality, visualisation, and serious games. Chris manages the games provision at both the Stoke-on-Trent campus and the London campus.

MARK SIMPSON

Senior Lecturer (Games Development)

Mark specialises in 3D character animation. He has an extensive background in this field and five years of teaching experience across two major cities, Miami and London. Mark has successfully taught a variety of courses, focusing on 3D animation and game design. His practical knowledge and industry insights help to prepare students for careers in an ever-evolving digital landscape.

DR SHARON COLECLOUGH

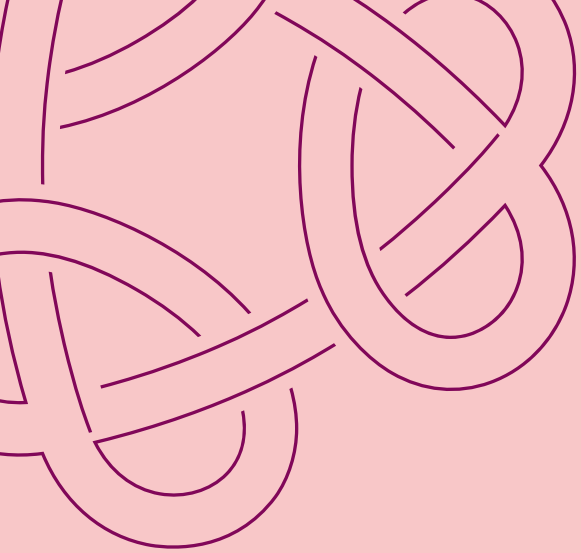
Senior Lecturer (Games Audio)

Sharon's background covers commercial content production and art projects including moving image elements. She specialises in working with musicians to create moving image content that communicates their performance and online presence, recently editing music videos for a Grammy-nominated artist. Her work and research combines theory and practice, and considers how technology helps artistic expression and ambition.

PANAGIOTIS MARKOPOULOS

Senior Lecturer (Games Development)

Panagiotis specialises in 3D games art. With a deep passion for creating immersive 3D game props and environments, Panagiotis brings both creativity and technical expertise to his teaching, inspiring his students to push the boundaries of their own work. In addition to his teaching role, Panagiotis is an active researcher, exploring a range of cutting-edge topics within the fields of games design, games art, virtual worlds, and the Metaverse.



Our exciting range of courses fall into three specialist areas –

Designing the games experience; focusing on the games technologies and programming; and creating the characters and worlds we play using games art.

You could be the next big name in the games world.

CHOOSE YOUR GAMES SPECIALISM

1. GAMES TECHNOLOGIES

Learn how to develop and program games with professional hardware and software tools. You'll discover how to build games for multiple platforms, while building your portfolio.

2. GAMES DESIGN

Explore the creative and technical aspects of games production through our specialist courses. You'll learn the skills to develop, produce and publish games titles.

3. GAMES ART & CONCEPTS

Get to grips with everything artistic, from environment and character creation, to props, vehicles and weapon design.

OUR COURSES

GAMES TECHNOLOGIES

Course title	Award	UCAS Code	UCAS Offer	Duration in years
Stoke-on-Trent courses				
Computer Games Design & Programming	BSc (Hons)	I646	112–120	3
Computer Games Design & Programming (with foundation year)	BSc (Hons)	I648	48	4
Computer Games Design & Programming (with placement year)	BSc (Hons)	I647	112–120	4
Computer Games Development	BSc (Hons)	I620	112–120	3
Computer Games Development (with foundation year)	BSc (Hons)	I623	48	4
Computer Games Development (with placement year)	BSc (Hons)	I622	112–120	4
Computer Games Programming	BSc (Hons)	I6K7	112–120	3
Computer Games Programming (with foundation year)	BSc (Hons)	I6K8	48	4
Computer Games Programming (with placement year)	BSc (Hons)	I6K6	112–120	4
London courses				
Computer Games Design & Programming	BSc (Hons)	I791	112–120	3
Computer Games Design & Programming (with placement year)	BSc (Hons)	I792	112–120	4

OUR COURSES

COMPUTER GAMES DESIGN

Course title	Award	UCAS Code	UCAS Offer	Duration in years
Stoke-on-Trent courses				
Computer Gameplay Design & Production	BSc (Hons)	G460	112–120	3
Computer Gameplay Design & Production (with foundation year)	BSc (Hons)	G466	48	4
Computer Gameplay Design & Production (with placement year)	BSc (Hons)	G462	112–120	4
Computer Games Design	BSc (Hons)	I632	112–120	3
Computer Games Design (with foundation year)	BSc (Hons)	I661	48	4
Computer Games Design (with placement year)	BSc (Hons)	I641	112–120	4
Computer Games Design with Animation	BSc (Hons)	I650	112–120	3
Computer Games Design with Animation (with foundation year)	BSc (Hons)	I652	48	4
Computer Games Design with Animation (with placement year)	BSc (Hons)	I651	112–120	4
London courses				
Computer Games Design	BSc (Hons)	I732	112–120	3
Computer Games Design (with foundation year)	BSc (Hons)	I734	48	4
Computer Games Design (with placement year)	BSc (Hons)	I733	112–120	4
Computer Games Design with Animation	BSc (Hons)	I653	112–120	3
Computer Games Design with Animation (with foundation year)	BSc (Hons)	I655	48	4
Computer Games Design with Animation (with placement year)	BSc (Hons)	I654	112–120	4

GAMES ART AND CONCEPTS

Course title	Award	UCAS Code	UCAS Offer	Duration in years
Stoke-on-Trent courses				
Concept Art for Games and Film	BA (Hons)	I614	112–120	3
Concept Art for Games and Film (with foundation year)	BA (Hons)	I615	48	4
Concept Art for Games and Film (with placement year)	BA (Hons)	I613	112–120	4
Games Art	BA (Hons)	I741	112–120	3
Games Art (with foundation year)	BA (Hons)	I742	48	4
Games Art (with placement year)	BA (Hons)	I74A	112–120	4
London courses				
Games Art	BA (Hons)	I758	112–120	3

COMPUTER GAMEPLAY DESIGN & PRODUCTION

If you are interested in a career as a games designer and love the idea of developing exciting and experimental games, this degree is for you. You'll focus on scripting in game engines to allow you to take ideas from concept to a playable prototype, while exploring some of the fundamental ideas underpinning modern games.

NO. 1 IN THE UK FOR GAME DESIGN & DEVELOPMENT
Rookies Global School Rankings 2023

FIND OUT MORE ABOUT THE COURSE HERE

Why choose us…

- TIGA accreditation means we're industry recognised by employers around the world.
- Study in our state-of-the-art games design studios which feature dual screen monitors, Wacom tablets and industry software. You'll learn the skills needed to secure a job when you graduate.
- Create a final year game, project or research piece for your industry portfolio. We give you the flexibility to choose a project that best showcases your passion and skills.
- Network and build contacts with influential organisations in the industry, an ideal way to secure employment upon graduation.
- We'll teach you how to script in high-level languages so you can create quests, missions and demonstrate your creative designs in the games engine. You'll put these skills into practice as a junior member in a collaborative group project.

What you'll learn…

You'll be introduced to Unreal Game Engine alongside games design documentation and the fundamentals of gameplay. You will also create a paper-based game project using gameplay applications. Doing this will increase your understanding of the wide-ranging aspects of gameplay in modern games.

Module examples:

- Mechanics Prototyping
- Narrative Design for Games
- Gameplay and Quest Design
- Experimental Games Production
- System Design for Games

What you could do next…

Previous graduates have been recruited by both large and small companies, working on a range of platforms and games. Some have gone on to work in a variety of technical roles for companies such as Auroch Digital, Rockstar Games, Sony, Codemasters, Rebellion, Creative Assembly, Ubisoft, Rare, SEGA and Frontier Developments.

COMPUTER GAMES DESIGN

Explore the creative and technical aspects of games production and learn the necessary skills to develop, produce and publish games titles. This degree is ideal if you're interested in becoming a 3D artist, animator or games designer.

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FIND OUT MORE ABOUT THE STOKE-ON-TRENT CAMPUS COURSE HERE

FIND OUT MORE ABOUT THE LONDON CAMPUS COURSE HERE

Why choose us…

- Our course is accredited by TIGA - the video games industry body - so you know you'll be studying an industry-recognised course that will give you the skills employers look for.
- Study in our games labs and gain professional design and programming experience with the latest software engines and computing hardware.
- You'll leave us ready for the world of work. We'll support you to produce a portfolio of industry-standard work and provide excellent networking opportunities with our industry partners so you can build connections that will help you launch your career.
- You'll develop your skills using industry-standard software and hardware such as Autodesk Creative Suite and the Unreal and Unity games engines.

What you'll learn…

You'll have the chance to specialise through a variety of module options in games design, level design or real-time technologies. You will then enhance your skills through advanced options in Multiplayer Level Design, Tool Development and Technical Design as well as work on a group project as a collaborative development team.

Module examples:

- Introduction to Asset Creation
- Mechanics Prototyping
- Systems Design for Games
- 2D Games Creation
- Emergent Games Technologies

What you could do next…

Graduates from our Computer Games Design degree are in great demand, working across the globe as games designers, 3D artists, 3D animators, level designers and technical artists. Our graduates joined the likes of Ubisoft working on games like Tom Clancy's Ghost Recon Breakpoint and Watch Dogs: Legion, and several of our recent graduates worked on Grand Theft Auto V and Red Dead Redemption 2.

COMPUTER GAMES DESIGN WITH ANIMATION

Learn how to create animated characters and immersive environments to give players exciting gaming experiences. We'll cover the three main types of games animation – motion capture, hand-keyed animation and technical animation, and by combining technical and artistic skills, you'll be highly sought after within the games industry.

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FIND OUT MORE ABOUT THE COURSE HERE

Why choose us…

- As the largest games department in the UK, we have lots of industry contacts, including Flix Interactive, Sumo Digital, Cloud Imperium Games and animation experts Carse and Waterman.
- The course has been developed to meet the needs of the booming games industry. But the animation skills you learn will also be relevant to other fields, such as film and virtual production.
- You'll be following in the footsteps of our award-winning games students, including those who've landed jobs with top studios. Some have joined the likes of Ubisoft as level designers, working on games like The Division, and several recent graduates have worked on Grand Theft Auto V and Rockstar North titles.
- You'll have access to industry-standard facilities including our high-tech Vicon motion capture studio and a specialist games centre featuring the Unreal games engine. We also have a VR and mixed reality lab, with green screens and wall projections.

What you'll learn…

You'll be introduced to games design principles, including visual effects in game engines, 3D asset creation, and animation techniques. As you progress through the course you'll be able to choose your animation specialism in environment or character modelling, lighting, hand-keyed animation and cinematics. In your final year you'll work on a group project to mimic a games development studio.

Module examples:

- 3D Game Props: Pipeline and Production
- Mechanics Prototyping
- Game Engines and Animation Systems
- Hand Keyed Animation

What you could do next…

Our games graduates are in great demand and go on to work across the globe. Computer Games Design with Animation can lead to lots of specialist careers, with roles such as motion capture technician, hand-keyed animator and games animator. As many films use games engines for CGI, your skills will also be relevant to careers in film and virtual production.

COMPUTER GAMES DESIGN AND PROGRAMMING

Study all three areas of games development – design, programming and production – and acquire the skills you need for a career in games development. Learn how to take your game ideas from concept, through production to final release using industry-standard design and development techniques.

NO. 1 IN THE UK FOR GAME DESIGN & DEVELOPMENT
Rookies Global School Rankings 2023

FIND OUT MORE ABOUT THE COURSE HERE

Why choose us…

- No prior coding or games engine knowledge is required for our course, just a passion for wanting to create your own games. You'll learn the fundamentals in year one and by your final year you'll have designed and developed numerous games concepts and prototypes.
- The course is accredited by TIGA - you'll graduate with industry ready skills.
- Work on a collaborative group project as a member of a full development team. You'll learn the skills needed to work as part of a team and discover the many roles available in development.
- There are opportunities to network and build contacts with influential organisations in the industry.
- You will design and develop your own full indie game title using industry-standard production methods and advanced engine and programming techniques.

What you'll learn…

Discover how to work with games engines and program at a professional level for a variety of technical design, gameplay programmer or tool developer roles. This course has a strong focus on technical ability balanced with creative design industry skills.

Module examples:

- Programming Fundamentals
- C# Scripting for Games Engines
- Introduction to Mechanics Design
- Game Artificial Intelligence
- Tools Development

What you could do next…

Previous graduates have had the skills to undertake a wide variety of industry jobs from small self-published titles to AAA blockbusters. Recent graduates have worked in roles such as Unity/Unreal games developer, graphics programmer, senior functional tester, and augmented/virtual reality application developer.

COMPUTER GAMES DEVELOPMENT

If you aspire to set up your own game studio or to work as a programmer in an established studio, look no further than our Computer Games Development degree. It is also good preparation for a career as a software developer in the wider computing industry.

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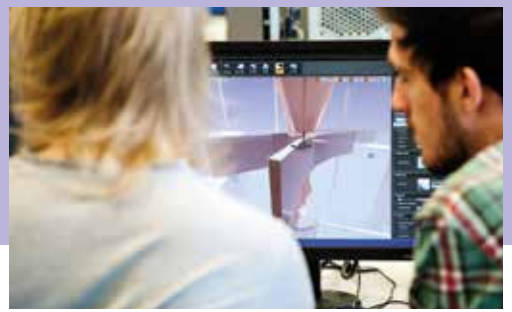


Why choose us…

- Design and develop your own games for internal release. We'll teach you the skills to turn your ideas into reality.
- You'll be given the opportunity to pitch your games to studios such as Playground Games, Team 17 and Media Molecule.
- You will have access to PlayStation professional development hardware and software tools through our academic programme membership, giving you the opportunity to create games across all PlayStation platforms.
- If you want to test your skills and knowledge, grow your confidence, and enhance your employment prospects, you'll have the chance to gain practical experience with a placement year.
- Develop a game artefact and work with game designers, artists and producers in a simulated game studio work environment as part of your final year project.

What you'll learn…

Learn to become a technical engine developer capable of supporting and enhancing the development cycle across art, design and programming. You can also get hands-on with audio, visual effects, artificial intelligence, technical art and mobile games development.

Module examples:

- Introduction to Asset Creation
- C# Scripting for Games Engines
- Production Process and Pipeline
- Tools Development
- AI for Video Games
- Prototyping for Technical Designers

What you could do next…

You will be well equipped to work in the games industry as a gameplay programmer or indie developer. Each year commercial studios such as Rockstar Games, D3t, Red Kite Games, Sumo Digital, Boss Alien and Flix Interactive are invited in to interview our final year students for graduate positions.

COMPUTER GAMES PROGRAMMING

NO. 1 IN THE UK FOR GAME DESIGN & DEVELOPMENT
Rookies Global School Rankings 2023

Learn how to create exciting games with professional hardware and software tools. Discover how to develop for multiple platforms and build a portfolio so you're industry-ready when you graduate.

FIND OUT MORE ABOUT THE COURSE HERE

Why choose us…

- This course is accredited by TIGA and the British Computer Society - you will graduate with industry relevant skills.
- Access PlayStation professional development hardware and software tools through our academic prgramme membership. This will allow you to create games across all PlayStation platforms.
- Our labs will help you to develop for multiple platforms including consoles, phones, tablets and PCs.
- You'll be given the opportunity to pitch your games to studios such as Matmi, Team 17 and Media Molecule.
- We'll support you to produce a portfolio of industry-standard work and provide excellent networking opportunities with our games industry partners so you can build connections that will help you to launch your career.

What you'll learn…

Gain the skills needed to develop for multiple platforms, including consoles, phones, tablets and PCs. Learn programming languages such as C++, Java and C# as well as the software engineering skills needed to develop large, efficient programs.

Module examples:

- Programming Fundamentals
- Computational Methods
- Introduction to Graphics Programming
- Real-time Framework Development
- Game Artificial Intelligence
- Real-time Illumination Programming

What you could do next…

Our graduates have secured games programming roles in companies such as Codemasters, Activision, EA, TT Games, Exient, SEGA, Radiant Worlds and Rockstar Games. We also have graduates working in software development for companies such as Thomson Reuters, Transport for London, CERN, BAE Systems, BMW and IBM.

CONCEPT ART FOR GAMES AND FILM

Are you interested in a career in game arts and concept creation? Do you have strong drawing and painting skills? If so, this degree is the perfect mix of the artistic, creative and technical skills required to be a 2D or concept artist in either the games or film industry.

NO. 1 IN THE UK FOR GAME DESIGN & DEVELOPMENT
Rookies Global School Rankings 2023

FIND OUT MORE ABOUT THE COURSE HERE

Why choose us…

- This course is accredited by TIGA which means we're industry recognised by employers around the world.
- A course dedicated to concept art for games and film. Learn fast, iterative, digital painting workflows.
- Learn how to design fantastic characters and creatures, sculpt them in 3D and even 3D print them!
- Draw from life in our dedicated studios with characterful models, performers, animals and even knights in armour.
- Learn from academics with expertise in painting, life drawing, digital sculpting, 3D modelling, animation, lighting and rendering, digital compositing, digital painting, motion capture, cinematography and post-production.

What you'll learn…

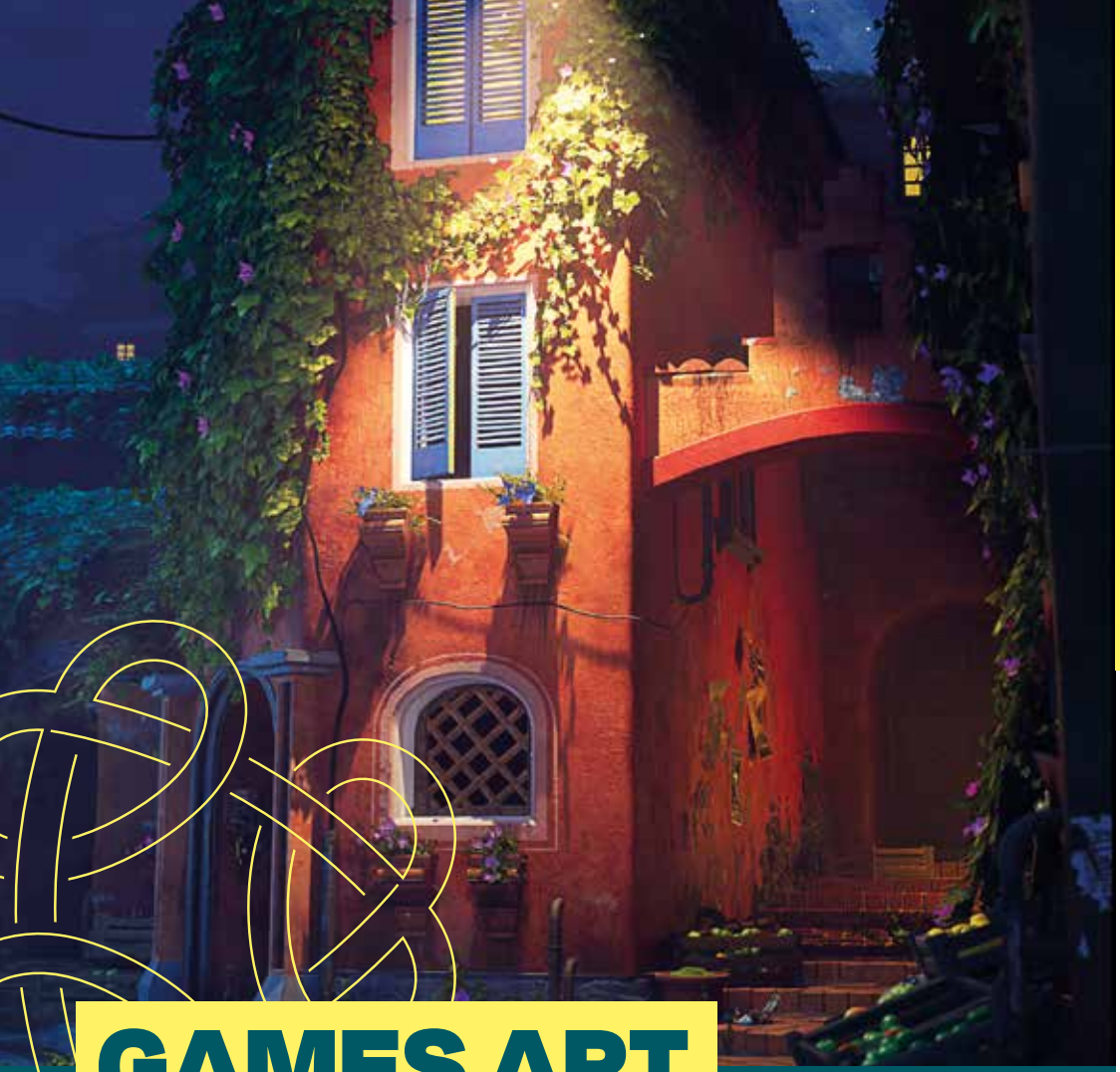
Develop the technical and creative skills necessary to become a film or games concept artist. Learn how to combine traditional art techniques with digital painting, 3D modelling and digital sculpting.

Module examples:

- Digital Painting Theory and Practise
- Environment Concept Design
- Character Concept Design
- Creature Concept Design
- Digital Sculpting Techniques
- Life Drawing Characters and Costumes

What you could do next…

Our graduates have secured employment in roles such as concept artist, illustrator and 2D/3D games artist, including character and environmental artist. Companies include Playground Games, Fireproof Studios, Jagex, Antimatter Games, Testology and Mirror Image Design. Other graduates are working as freelance concept artists within the games and film industries.



GAMES ART

Gain the skills you need for a career as a 3D artist and learn to create the amazing visual elements that are seen in games. Study everything from environment and character creation, to props, vehicle and weaponry design.

NO. 1 IN THE UK FOR GAME DESIGN & DEVELOPMENT
Rookies Global School Rankings 2023

FIND OUT MORE ABOUT THE COURSE HERE

Why choose us…

- Our TIGA accreditation means we're industry recognised by employers around the world.
- Compile an artist portfolio so you're ready for industry when you graduate.
- Our games and concept art labs, complete with dedicated Wacom tablets, allow you to unleash your artistic creativity.
- Explore specialist software such as Zbrush, Substance, Marvelous Designer, Houdini and Speed Tree.
- Specialise in environment, character or hard surface 3D art from your second year of study.
- Develop an understanding of game production by being an artist for a group game development project and working on live briefs with a UK studio.
- Our dedicated 3D art-focused course gives you the development skills to create beautiful game-ready worlds and characters to inhabit them.

What you'll learn…

Develop your understanding of 3D game asset development, digital sculpting, texturing and material creation, 2D art skills and character design. Learn how to make beautiful and functional AAA game-ready assets whilst specialising your module choices towards a career in environment, character or hard surface 3D art.

Module examples:

- 3D Game Props: Design and Production
- Principles of Materials and Textures
- Level Art and Visual Storytelling
- Modular 3D Game Environments
- Realtime 3D Character Production
- Hard Surface 3D Vehicle Production

What you could do next…

Our Games Art graduates have achieved worldwide success, securing jobs in games studios around the globe. One graduate was Lead Character Artist at Naughty Dog, working on The Last of Us, before moving to Avalanche Studios in New York. We also have artists at Playground Games, Codemasters, Dovetail Games and Sumo Digital.

IMPORTANT INFORMATION

Subject to approval/validation

We're always striving to deliver the most current and relevant degrees, both by creating new courses and regularly reviewing our current offering.

Each time we make changes, the course goes through a rigorous approval process to ensure that it's the perfect fit for our students, employers and other relevant stakeholders.

Some of the courses inside this guide may be marked as 'subject to approval' or 'subject to validation', but don't worry, this just means some of the details of the course won't have been finalised yet. As soon as new courses are approved and validated, up-to-date information will be provided on the online course pages at **www.staffs.ac.uk/courses**

If you have been offered a place and there is a significant change to the course, or for any reason, the course doesn't run – we will contact you immediately and fully support you in finding the best suitable alternative.

At the time of printing in September 2024, the courses listed in this guide represent those we intend to offer for the 2024/2025 academic years. Very occasionally, however, we need to make changes to our courses, including their content and the way in which they are delivered. In some instances, courses can be discontinued or combined with other courses.

Reasons for withdrawing courses can include insufficient student numbers and courses not receiving the necessary accreditation or approval. Changes to course information may include operational and academic reasons.

If circumstances beyond our control mean we cannot provide particular educational services, all reasonable steps will be taken to minimise any disruption to those services. However, the University will have no liability for any loss or damage suffered by any prospect or student as a result.

As a prospective student of University of Staffordshire, it's your responsibility to ensure you have fully reviewed up-to-date course information before you apply, and that your chosen course fully meets your requirements. You should also check the course still meets your requirements before accepting an offer to study with us.

Student satisfaction scores have been provided by Unistats and are correct at the time of going to print. For more information, visit: **discoveruni.gov.uk**

If we discontinue a course or programme and you're not happy with the alternative offered, or if a programme is changed and you're not happy with the changes, you'll be given the opportunity to withdraw from the programme. Up-to-date course information can be found on our website (**www.staffs.ac.uk**), or by calling us on **01782 294400**.

If you're offered a place at the University of Staffordshire, your offer will be subject to the University's Terms and Conditions of Offer. If you become a student of University of Staffordshire, you will enter a contract with us and be bound by our rules and regulations. These, too, may vary from time to time (**www.staffs.ac.uk/rulesandregs**).

University of Staffordshire

2ND IN THE UK FOR QUALITY EDUCATION

Sustainable Development Goal 4 THE Impact Rankings 2024

5TH FOR FIRST GEN STUDENTS

The Mail University guide 2025

TOP 10 FOR CAREER PROSPECTS

Whatuni Student Choice Awards 2023

TOP 20 FOR FACILITIES

Whatuni Student Choice Awards 2023

TOP 10 FOR SOCIAL INCLUSION

The Times and The Sunday Times Good University Guide 2023

87% OF RESEARCH IMPACT IS 'OUTSTANDING' OR 'VERY CONSIDERABLE'

Research Excellence Framework 2021

For more detailed information on courses or studying at the University of staffordshire visit: **www.staffs.ac.uk/undergraduate**

Find us on:
www.staffs.ac.uk/socialmedia

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