

**20**  
YEARS  
OF  
GAMES



**NEXT  
GEN**  
EDUCATION

**GAMES**

# WELCOME TO GAMES

The games community at Staffordshire University is world renowned for its talent, educational innovation, and impressive portfolio of industry collaborations. Turn your passion for gaming into a lucrative career by studying at the largest and UK's number 1 university for Games Design and Development (The Rookies World School Rankings 2023).

At Staffordshire University, we have years of experience in giving graduates the tools to burst into the gaming industry. Our students and staff have won multiple awards and we also feature in the world's top 10 places to study Games Design and Development (The Rookies World School Rankings 2023). Our professional grade art, design, production and programming facilities, alongside our connections and work experience opportunities have seen graduates build careers in companies like Rockstar North, Playground Games and Ubisoft.

We have an extensive portfolio of games related courses, from Concept Art, through to Games Design and Games Programming. Plus you'll have access to advanced facilities like our VR, AR and Mixed Reality Labs, our Specialist Games Centre and our Motion Capture Studio. So whatever aspect of game development you're interested in, you will get the full range of tools and experience you need. Some of our games courses are available at both our Stoke-on-Trent and London campuses.

Study with us and you'll work with industry experts and have the chance to showcase your games to real companies. Every year, commercial games studios like Rockstar Games, D3t, Red Kite Games, Sumo Digital, Boss Alien and Flix Interactive are also invited to interview our students for graduate jobs.

What's more, we host an annual Games Conference aimed at cultivating innovation, experimentation and collaboration.



DISCOVER  
OUR GAMES  
COURSES





# WHY CHOOSE STAFFORDSHIRE UNIVERSITY?

**#1 IN THE UK**

FOR GAMES DESIGN AND DEVELOPMENT, ROOKIES WORLD SCHOOL RANKINGS 2023



**SPECIALIST GAMES CENTRE**

ACCREDITED **BY TIGA**

UK'S LARGEST STUDENT GAMES CONFERENCE

ACCESS TO PROFESSIONAL **DEVELOPMENT TOOLS**

**MOCAP STUDIO**

LIVE INDUSTRY BRIEFS

WORK WITH INDUSTRY EXPERTS

**AWARD-WINNING STUDENTS AND STAFF**

Games students at GradEx

Project work in the Games Lab

Motion Capture Studio



Character design



# WHY CHOOSE STAFFORDSHIRE UNIVERSITY?

**Our students have won multiple awards for their projects exploring creative and digital innovation.**

Now, as we celebrate 20 years since the launch of our first games degree, we've set our ambitions even higher. We aim to be globally recognised for our interdisciplinary work within the School of Digital, Technologies and Arts.

As a student here, you'll get plenty of practical experience to develop your skills, subject knowledge and confidence. Our philosophy is thinking through making.

You will also benefit from our superb industry links, which is proven after we were crowned winners of the Excellence in University/ Industry Collaboration category at the TIGA Awards 2021. As a Games student, you'll work collaboratively on several games.

Every year, commercial games studios like Rockstar Games, D3t, Red Kite Games, Sumo Digital, Boss Alien and Flix Interactive are also invited to interview our students for graduate jobs.

We also fuse creative and technological skills. It's what helped our students win the Best Education Initiative at the TIGA Games Industry Awards for their Staffordshire-based version of the metaverse.

With the largest Games department in the UK, you'll be using professional-standard facilities too. These include our Specialist Games Centre, which is equipped with the latest software engines and computing hardware, and our Motion Capture Studio.

Our School also covers a range of other academic disciplines, including Art and Design, Engineering, Computer Science and Film Production.

No matter what course you study, our career-focused and enterprising approach means you'll graduate with transferable skills and the ability to think creatively. You'll be ready to shape the future of the world around us.



Virtual Production Suite



Digital Loft

## FACILITIES

### GAMES LAB

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.

### 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.

### VIRTUAL PRODUCTION SUITE

Our new £300k Virtual Production Suite 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.

### UK GAMES CONFERENCE

Staffordshire University 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!

### 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.



Post-production suite



Games Lab

## FACILITIES AT OUR LONDON CAMPUS

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.

### 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.

### POST-PRODUCTION SUITE

This suite is equipped with industry-leading technology. You'll have everything you need to take your learning to the next level and unleash your creativity.

### THE DIGITAL LOFT

Designed with a hybrid digital and natural world aesthetic, it has teaching and collaboration zones. It also has 'Reload' which is the showpiece retro-gaming café with activities and events, as well as giving you the opportunity to play games whilst socialising.

EXPLORE  
OUR  
FACILITIES



“ The staff here have **constantly encouraged industry engagement** through many forms.



**DANIEL SAUNDERS**

COMPUTER GAMES DESIGN GRADUATE

“ Being named as a **finalist in the Rookies Awards** is a really **great honour**.



**RYAN THOMASON-JONES**

GAMES ART

# MEET THE EXPERTS



**PROF. CHRIS HEADLEAND**

HEAD OF DEPARTMENT - GAMES DESIGN AND TECHNOLOGY

Chris has over 20 years' 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.



**STUART BUTLER**

COURSE DIRECTOR - GAMES TECHNOLOGY

Stuart Butler is an experienced 3D vehicle artist and games developer with multiple published game titles to his name as an artist, designer and animator. His main area of interest is in games development with Unreal Engine. He has worked on titles on PS2, iOS, Android and PC having spent time working for TT Superbikes developer Jester Interactive and was also founder of his own games company Thunder Steed in 2015.



**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 proposes 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.



**DAVID EDWARDS**

COURSE DIRECTOR - GAMES ART AND CONCEPTS

Dave Edwards is an experienced 3D & 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 over 8 years, covering game engines, design methods and game art. He claims that making games is one of the most rewarding technical and creative endeavors that someone can do, and he hopes to instill this passion in his students.



**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.



**PROF. ESTHER MACCALLUM-STEWART**

PROFESSOR OF GAME STUDIES

Esther is a Professor of Game Studies, specialising in player behaviour and analog games. She has written widely on aspects of gaming including representation and diversity, the way players tell stories and understand narratives in games, and on types of games which are typically overlooked. Her work extends beyond the digital to examine worlds such as roleplaying, board games, fan communities and conventions.

# CHOOSE YOUR GAMES SPECIALISM

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.

## 1. 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.

## 2. 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.

## 3. GAMES ART AND CONCEPTS

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

# OUR COURSES

## COMPUTER GAMES DESIGN

Course title	Award	UCAS Code	UCAS Offer	Duration in years
Computer Gameplay Design and Production	BSc (Hons)	G460	112-120	3
Computer Gameplay Design and Production (with foundation year)	BSc (Hons)	G466	48	4
Computer Gameplay Design and 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 - London campus	BSc (Hons)	I732	112-120	3
Computer Games Design (with placement year) - London campus	BSc (Hons)	I733	112-120	4
Computer Games Design (with foundation year) - London campus	BSc (Hons)	I734	48	4
Games Design and Animation*	BSc (Hons)	W617	112-120	3

## GAMES TECHNOLOGIES

Course title	Award	UCAS Code	UCAS Offer	Duration in years
Computer Games Design and Programming	BSc (Hons)	I646	112-120	3
Computer Games Design and Programming (with foundation year)	BSc (Hons)	I648	48	4
Computer Games Design and Programming (with placement year)	BSc (Hons)	I647	112-120	4
Computer Games Design and Programming - London campus	BSc (Hons)	I791	112-120	3
Computer Games Design and Programming (with placement year) - London campus	BSc (Hons)	I792	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

## GAMES ART AND CONCEPTS

Course title	Award	UCAS Code	UCAS Offer	Duration in years
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
Games Art - London campus	BA (Hons)	I758	112-120	3

\*New for 2024, subject to validation.



# COMPUTER GAMEPLAY DESIGN AND 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.



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'll learn how to script in high-level languages allowing you to create quests, missions and demonstrate your creative designs in the games engine.

### 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



## 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.
- We're ranked as the number 1 university in the UK for Game Design & Development (Rookies World School Rankings 2023).
- 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 realtime 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.



Find out more  
about the  
course here



Stoke-on-Trent campus



London campus

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.

# 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.



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.
- Our course is accredited by, and run in affiliation with, games industry body TIGA so you can be confident in the quality of the teaching you'll receive and your employability prospects upon graduation.
- 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, laying the groundwork for when it's time to find your first role in 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.



Find out more about the course here



## 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 Program 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.

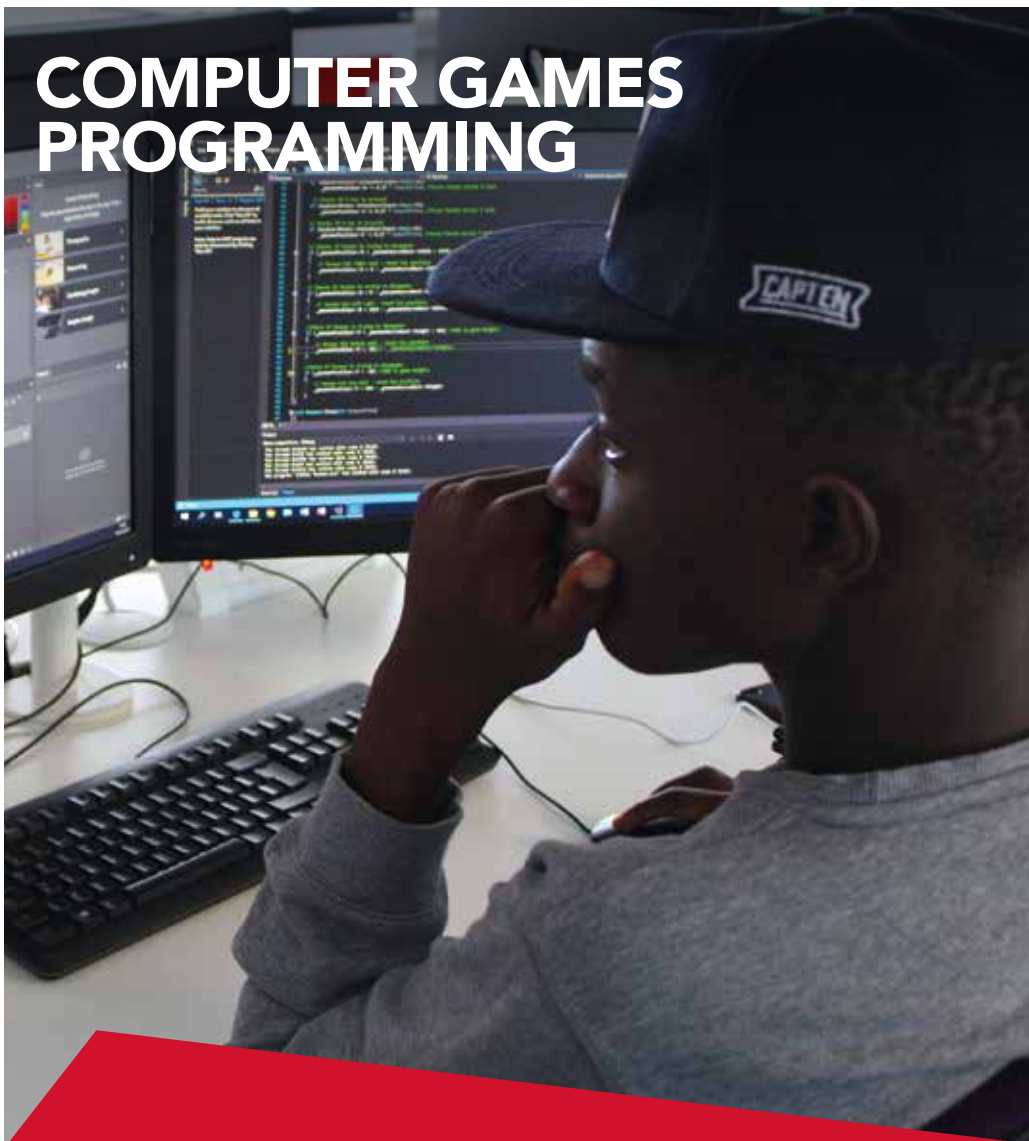
### Module examples:

- 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



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.
- You will have access to PlayStation professional development hardware and software tools through our Academic Program membership, giving you the opportunity to create games across all PlayStation platforms.
- Study in our games labs and gain professional programming experience. Our labs will help you to develop for multiple platforms including consoles, phones, tablets and PCs.
- To sharpen your presentation skills and prepare you for your future career, 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.

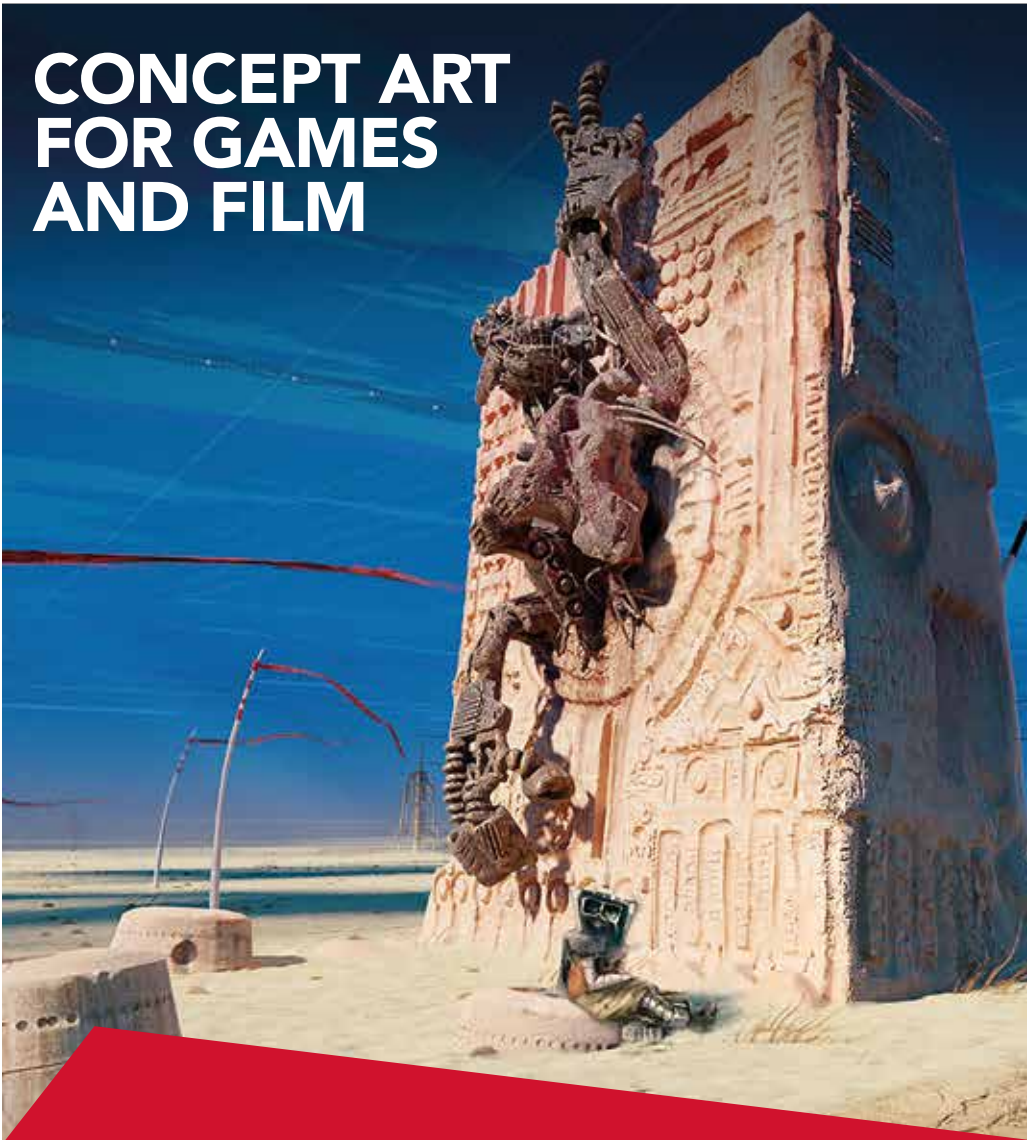
### Module examples:

- 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.



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.

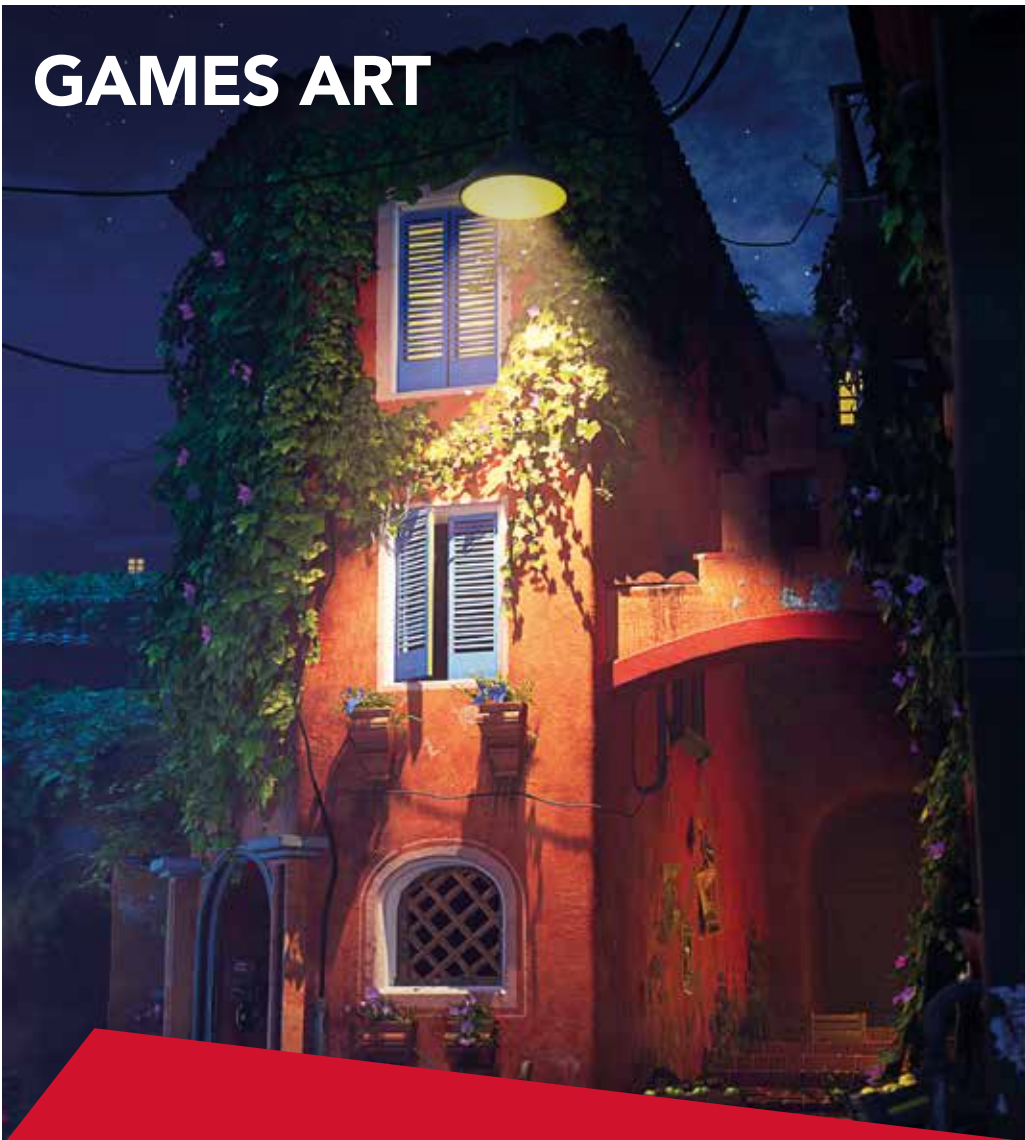
### Module examples:

- 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.



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.
- Choose career-focused routes through the course 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.
- Learn to make 3D game assets from your first day! 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

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## SUBJECT TO APPROVAL/VALIDATION

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**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](http://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.

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At the time of printing in May 2023, the courses listed in this guide represent those we intend to offer for the 2023/2024 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 Staffordshire University, 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](http://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](http://www.staffs.ac.uk)), or by calling us on **01782 294400**.

If you're offered a place at Staffordshire University, your offer will be subject to the University's Terms and Conditions of Offer. If you become a student of Staffordshire University, 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](http://www.staffs.ac.uk/rulesandregs)).



2<sup>ND</sup>

IN THE UK FOR  
QUALITY EDUCATION

Sustainable Development Goal 4  
THE Impact Rankings 2023

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

68%

OF RESEARCH IS  
'INTERNATIONALLY EXCELLENT'  
OR 'WORLD LEADING'

Research Excellence  
Framework 2021

For more detailed information on courses  
or studying at Staffordshire University visit:  
[www.staffs.ac.uk/undergraduate](http://www.staffs.ac.uk/undergraduate)

Find us on: [www.staffs.ac.uk/socialmedia](http://www.staffs.ac.uk/socialmedia)

