**Programme Title:**

**Programme Specification**  

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| **Awarding Institution:** | | | University of Bolton | | | | | | |
| **Teaching Institution:** | | | Bradford College | | | | | | |
| **Division and/or School/Institute:** | | | Arts, Science and Creative Industries | | | | | | |
| **Professional accreditation** | | | Professional body | Professional body URL | | | Status of graduates | | |
|  |  | | |  | | |
| **Final award(s):** | | | BA (Hons) Games and Graphic Media Design | | | | | | |
| **Exit or Fall back award(s)** | | |  | | | | | | |
| **Programme title(s)** | | | BA (Hons) Games and Graphic Media Design | | | | | | |
| **JACS Code** | | |  | | | | | | |
| **University Course Code(s)** | | |  | | | | | | |
| **QAA Benchmark Statement(s)** | | | The following benchmark statements apply to this programme: | | | | | | |
| **Other internal and external reference points** | | |  | | | | | | |
| **Language of study** | | | English | | | | | | |
| **Mode of study and normal period of study** | | |  | | | | | | |
| **Admissions criteria**  **Additional criteria** | | | | | | | | | |
| **Additional admissions matters** | | | | | | | | | |
| **Fitness to practise declaration** | | | | | | | | | |
| **Aims of the programme** | | | | | | | | | |
| *The principal aims of the programme are to:* | | | | | | | | | |
| **Distinctive features of the programme** | | | | | | | | | |
| **Programme learning outcomes** | | | | | | | | | |
| **K. Knowledge and understanding**  On completion of the programme, successful students will be able to demonstrate systematic knowledge and understanding of: | | | | | | | | | |
| K1. Synthesise and critically appraise theory, skills and techniques and apply cross disciplinary knowledge. | | | | | | | | | |
| K2. Evaluate a range of theories, skills and techniques in order to solve complex problems. | | | | | | | | | |
| K3. Analyse the impact of ethical, legal and social issues relevant to the generation of knowledge in the discipline | | | | | | | | | |
| K4. Critically examine and demonstrate good practice in the application of reception theory to content design. | | | | | | | | | |
| **C. Cognitive, intellectual or thinking skills**  On completion of the programme, successful students will be able to demonstrate the ability to: | | | | | | | | | |
| C1. Synthesise, appraise and evaluate data and knowledge from a range of sources and use this to support independent design and development decisions across a range of practical work | | | | | | | | | |
| C2. Solve complex problems and generate effective solutions | | | | | | | | | |
| C3. Employ critical self-reflection and make justified independent decisions | | | | | | | | | |
| C4. Select and critically apply appropriate theories and skills. | | | | | | | | | |
| **P. Practical, professional or subject-specific skills**  On completion of the programme, successful students will be able to demonstrate the ability to: | | | | | | | | | |
| P1. Apply the understanding of conventions, traditions and techniques in individual creative work | | | | | | | | | |
| P2. Work and communicate effectively across a range of media | | | | | | | | | |
| P3.Effectively plan, document and organise study and research activities | | | | | | | | | |
| P4.Produce games/graphic media design projects to an agreed brief to demonstrate technical and creative mastery | | | | | | | | | |
| **T. Transferable, key or personal skills**  On completion of the programme, successful students will be able to demonstrate the ability to: | | | | | | | | | |
| T1. Plan, manage and critically evaluate the acquisition of new knowledge and skills as part of a lifelong learning strategy | | | | | | | | | |
| T2. Demonstrate employment potential and manage future professional development | | | | | | | | | |
| T3. Use interpersonal skills effectively including listening, influencing and negotiating skills | | | | | | | | | |
| T4. Determine and reflect on academic professional and personal goals | | | | | | | | | |
| **Programme structure**  **Full-Time route**  **Year 1**   |  |  | | --- | --- | | **Semester 1** | **Semester 2** | | Programming concepts | Graphic Media Techniques | | Studio Practice | | | Creative Industries Context 1 | | | Professional Development 1 | |   **Year 2**   |  |  | | --- | --- | | **Semester 1** | **Semester 2** | | Games Level and Analysis | Advanced Graphic Media Techniques | | Studio Practice | | | Creative Industries Context 2 | | | Creative Industries Professional Practice and Entrepreneurship | |   **Year 3**   |  |  | | --- | --- | | **Semester 1** | **Semester 2** | | Industrial system development | Independent Project | | Creative Technology | | Freelance working and self-employment in the creative industries | | | Advanced Technical design for production | |   **Part Time Route**  **Year 1**   |  |  | | --- | --- | | **Semester 1** | **Semester 2** | |  |  | |  |  |   **Year 2**   |  |  | | --- | --- | | **Semester 1** | **Semester 2** | |  |  | |  |  |   **Year 3**   |  |  | | --- | --- | | **Semester 1** | **Semester 2** | |  |  | |  |  |   **Year 4**   |  |  | | --- | --- | | **Semester 1** | **Semester 2** | |  |  | |  |  |   **Year 5**   |  |  | | --- | --- | | **Semester 1** | **Semester 2** | |  |  | |  |  |   **Year 6**   |  |  | | --- | --- | | **Semester 1** | **Semester 2** | |  |  | |  |  | | | | | | | | | | |
| **Module Code** | **Module title** | | | | **Core/**  **Option**  **(C/O)** | **Credits** | | **Length**  **(1, 2 or 3 periods)** | |
| HOUB40018 | Creative Industries Context | | | | C | 20 | | 1 & 2 | |
| HNUB40038 | Professional Development | | | | C | 20 | | 1 & 2 | |
|  | Studio Practice | | | | C | 40 | | 1 & 2 | |
|  | Programming Concepts | | | | C | 20 | | 1 | |
|  | Graphic Media Techniques | | | | C | 20 | | 2 | |
|  | Creative Industries Content 2 | | | | C | 20 | | 1 & 2 | |
| HOUB50021 | Creative Industries Professional Practice and Entrepreneurship | | | | C | 20 | | 1 & 2 | |
|  | Studio Practice | | | | C | 40 | | 1 & 2 | |
|  | Games Level Analysis and Design | | | | C | 20 | | 1 | |
|  | Advanced Graphic Media Techniques | | | | C | 20 | | 2 | |
| HNUB60030 | Freelance working and self employment in the creative industries | | | | C | 20 | | 1 & 2 | |
|  | Advanced technical design for production | | | | C | 20 | | 1 & 2 | |
|  | Interactive system development | | | | C | 20 | | 1 | |
| HNUB60025 | Creative Technology | | | | C | 20 | | 1 | |
| HNUB60027 | Independent Project | | | | C | 40 | | 2 | |
| **Learning and teaching strategies** | | | | | | | | |
| **Learning activities (KIS entry)**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | **Course Year** | **HE4** | | **HE5** | | **HE6** | |  | | Scheduled learning and teaching activities | % | | % | | % | |  | | Guided independent study | % | | % | | % | |  | |  |  |  | |  | | | | | | | | | | |
| **Assessment strategy** | | | | | | | | |
| **Assessment methods (KIS entry)**   |  |  |  |  |  | | --- | --- | --- | --- | --- | | **Course Year** | **HE4** | **HE5** | **HE6** |  | | Written exams | % | % | % |  | | Coursework | % | % | % |  | | Practical | % | % | % |  |  |  |  | | --- | --- | |  |  | | | | | | | | | |
| **Assessment regulations**  Assessment Regulations for Undergraduate/Postgraduate Taught Programmes (amend as necessary) apply to this programme.  Regulations can be found at:  <https://www.bolton.ac.uk/about/governance/policies/student-policies/> | | | | | | | | |
| **Grade bands and classifications**  **Degree/Foundation Degree (delete as appropriate)**   |  |  | | --- | --- | | **Grade** | **Mark** | |  | % | |  | % | |  | % | | | | | | | | | |
| **Role of external examiners**  External examiners are appointed for all programmes of study. They oversee the assessment process and their duties include: approving assessment tasks, viewing assessed samples of work with corresponding feedback/feed forward, reviewing assessment marks, attending assessment boards and reporting to the University on the assessment process.  They support both staff and students in the teaching and learning process. | | | | | | | | |
| **Support for student learning**  **Programme Level:** | | | | | | | | |
| **Methods for evaluating and enhancing the quality of learning opportunities** | | | | | | | | |
| **Other sources of information**   * **Bradford College University Centre website:** <https://www.bradfordcollege.ac.uk/study/university-centre> * **HE Student Handbook:** <https://www.bradfordcollege.ac.uk/study/university-centre/handbook> * **College Regulations:** <https://www.bradfordcollege.ac.uk/study/university-centre/handbook/regulations> * VLE - Moodle - <https://moodle.bradfordcollege.ac.uk> * Student Portal - <https://www.bradfordcollege.ac.uk/student-portal> * Learner Portal - <https://learnerportal.bradfordcollege.ac.uk> * Students’ Union - <https://www.bradfordcollege.ac.uk/student-services/students-union> * External Examiner Report - <https://moodle.bradfordcollege.ac.uk/mod/book/view.php?id=302018&chapterid=7993> * Library Services - <https://www.bradfordcollege.ac.uk/student-services/library-services> * College Careers - <https://www.bradfordcollege.ac.uk/student-services/student-support/careers-advice> | | | | | | | | |
| **Document control** | | | | | | | | |
| **Author(s)** | |  | | | | | | |
| **Approved by:** | |  | | | | | | |
| **Date approved:** | |  | | | | | | |
| **Effective from:** | |  | | | | | | |
| **Document History:** | |  | | | | | | |

**Learning Outcomes Map** *(D – Developed; T – Taught; A – Assessed)*

**Level 4**

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| **Module title** | **Module Code** | **Status**  **C/O** | K1 | K2 | K3 | K4 | C1 | C2 | C3 | C4 | P1 | P2 | P3 | P4 | T1 | T2 | T3 | T4 |
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K. Knowledge and understanding P. Practical, professional and subject specific skills C. Cognitive, Intellectual and thinking skills T. Transferable, key or personal skills

**Level 5**

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| **Module title** | **Module Code** | **Status**  **C/O** | K1 | K2 | K3 | K4 | C1 | C2 | C3 | C4 | P1 | P2 | P3 | P4 | T1 | T2 | T3 | T4 |
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K. Knowledge and understanding P. Practical, professional and subject specific skills C. Cognitive, Intellectual and thinking skills T. Transferable, key or personal skills

**Level 6**

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| **Module title** | **Module Code** | **Status**  **C/O** | K1 | K2 | K3 | K4 | C1 | C2 | C3 | C4 | P1 | P2 | P3 | P4 | T1 | T2 | T3 | T4 |
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K. Knowledge and understanding P. Practical, professional and subject specific skills C. Cognitive, Intellectual and thinking skills T. Transferable, key or personal skills

**Module Listing and Assessments Map**

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| **Module title** | **Module**  **Code** | **New?**  **✓** | **Level** | **Credits** | **Type** | **Core/Option/Elective**  **C/O/E** | **Pre-requisite**  **Module** | **Assessment**  **1** | | | **Assessment**  **2** | | |
|  |  |  |  |  |  |  |  | **Assessment type** | **Assessment %** | **Add Y if final item** | **Assessment type** | **Assessment %** | **Add Y if final item** |
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| **Module title** | **Module**  **Code** | **New?**  **✓** | **Level** | **Credits** | **Type** | **Core/Option/Elective**  **C/O/E** | **Pre-requisite**  **Module** | **Assessment**  **1** | | | **Assessment**  **2** | | |
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| **Module title** | **Module**  **Code** | **New?**  **✓** | **Level** | **Credits** | **Type** | **Core/Option/Elective**  **C/O/E** | **Pre-requisite**  **Module** | **Assessment**  **1** | | | **Assessment**  **2** | | |
|  |  |  |  |  |  |  |  | **Assessment type** | **Assessment %** | **Add Y if final item** | **Assessment type** | **Assessment %** | **Add Y if final item** |
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