

HE07C Person Specification

TO BE SENT TO THE STUDENT IN ADVANCE OF INTERVIEW

Course Title	BA (Hons) Independent Game Design (Game Art)
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1.	<p>Course Details</p> <p>To be a student of TEC Partnership based at University Centre Grimsby studying the course Independent Game Design (Game Art) validated by the University of Hull.</p> <p>The validation document which describes the programme is published on the TEC Partnership website https://grimsby.ac.uk/higher-education-course/ba-hons-independent-game-design-game-art/ and is version number 1.6</p> <p>You will be required to complete 360 credits made up of twelve 20 credit modules and three 40 credit modules</p>
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2.	<p>Student Activities</p> <p>Attend sessions normally between 09:00 and 17:00 hours for any of the 5 days per week as specified on your timetable;</p> <p>Be available to attend lectures and sessions and complete work throughout the TEC Partnership Term Dates specified on the TEC Partnership website;</p> <p>To attend lectures and sessions on the specified days and maintain attendance above TEC Partnership expectations of 90%;</p> <p>Work well as part of a team to create polished and finished games;</p> <p>Work with a diverse range of people, whether in class, on tasks or for assessments;</p> <p>To work well at an independent level, but with suitable and appropriate guidance;</p> <p>To produce work that is suitable for the level of study and to hand this in in a timely fashion;</p> <p>Have student finance or other means to pay for the course in place before enrolment;</p> <p>To engage in game related skills including C#, Node Based Coding, Level Design, 2D Art and Animation, Game Mechanics, Game Design, Character Design and coding for or designing GUIs;</p> <p>To actively make use of the Virtual Learning Environment (Canvas).</p> <p>Complete up to 39 hours a week work towards your qualification made up of a range of contact delivery, set work and work towards assessments.</p>
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3.	Following full engagement in the programme, and upon its successful completion, students will:
	<ol style="list-style-type: none"> 1. Demonstrate in-depth knowledge and usage of specialist art and design software in the technical implementation of professional video games design and development. 2. Confidently negotiate and manage conceptual video game art and design demonstrating comprehensive work flow and following core video games industry methodologies. 3. Demonstrate comprehensive knowledge of the production processes and core game design principles of video games design and development. 4. Critically analyse and evaluate games and gaming culture in the wider cultural context, including the impact of socialised gaming and cultural engagement. 5. Demonstrate intellectual flexibility in the analysis, design and construction of solutions to video games industry related tasks and problems. 6. Use suitable tools, communication methods and personal research in the implementation and documentation of video game design and development solutions producing outcomes that show self-motivation, self-discipline and reflexivity. 7. Demonstrate knowledge, and understanding of the commercial and economic context of the development of video games and the demands of working in a multidisciplinary team working to short deadlines including recognising the different roles, skills, structures and methods of organisation. 8. Communicate clearly, fluently and effectively in a range of styles appropriate to the context and engage effectively in academic discussion and present arguments in a professional manner to a variety of stakeholders at different levels.

Qualities	Specific Requirements	Where demonstrated	E	D
Qualifications and Training	80 UCAS points in a related subject, with a minimum of grade 'C' in both GCSE Maths & English. Meet the None-standard entry requirements as outlined in the programme specification.	Application	X X	
Specialist Knowledge	Applicants for the Games Art pathway will be expected to show a portfolio of work that encompasses both practical and digital design.	Interview	X	
Experience	A portfolio of work or games that encompasses both practical and digital design	Application and Interview		X
Skills and Attributes	Ability to persevere when faced with challenging circumstances Manage own time to work towards multiple tasks to meet multiple deadlines Ability to solve large and complex problems using project management and critical thinking skills Attitudes to the games industry that demonstrates a commitment to creation of video games Ability to work with others at a range of tasks even where there is personal disagreement	Interview	X X X X	
Other	Commitment to 39 hours a week studying Availability throughout the academic year and potentially the resit period Knowledge about the use of Information Communication Technology to allow completion of an academic programme Student finance applied for or appropriate payment plan in place	Interview	X X X	 X

Qualities identified and determined by: E = Essential D = Desirable