	Games Design BA (Hons)	Games Design (Art) BA (Hons)	Games Design (Technology) BA (Hons)	Games Design (Studies) BA (Hons)	Games Design (Sound and Music) BA (Hons)
Level 1					
Asset Creation 1: Art Fundamentals	C	C	C	C	C
Game Audio 1: Sound Fundamentals	C	C	C	C	C
Games Design 1: Introduction to Game Design	C	C	C	C	C
Games Development 1	C	C	C	C	C
Games Studies 1: Introduction to Game Studies	C	C	C	C	C
Global Gaming Histories	C	C	C	C	C
Studio Practice	C	C	C	C	C
Level 2 - compulsory					
3D Modelling for Games		C			
Asset Creation 2: Advanced Techniques		C			
Game Audio 2: Music for Games					C
Game Engine			C		
Games Design 2: Mechanics and Economies	C	C	C	C	C
Games Development 2: Methodologies & Practices	C		C		
Games Genres				C	
Games Programming			C		
Games Studies 2: Concepts and Analysis	C	C	C	C	C
Ludomusicology					C
Research Methods				C	
UI Design		C			
Level 2 - optional					
3D Modelling for Games	O		O	O	O
Animation	O	O	O	O	O
Asset Creation 2: Advanced Techniques	O		O	O	O
Game Engine	O	O		O	O
Game Genres	O	O	O		O
Games Development 2: Methodologies & Practices		O		O	O
Ludomusicology	O	O	O	O	
Setting and World Design	O	O	O	O	O

	Col 1	Col 2	Col 3	Col 4	Col 5
Level 3 - compulsory					
Dynamic Audio and Implementation					C
Game Art Project		C			
Game Audio Major Project					C
Games Design 3: Further Design	C				
Games Studies 3: Theory of Games Design	C	C	C	C	C
Game Technologies			C		
Socio-Cultural Studies				C	
VFX		C			
Level 3 - optional					
Concept Art Project	O	O	O	O	O
Concept Communication	O	O	O	O	O
Film and Video Games	O	O	O	O	O
Major Project – Commercial Games	O	O	O	O	O
Major Project – Experimental Games	O	O	O	O	O
Major Project – Film and Video Games	O	O	O	O	O
Major Project – Game Analysis Video Essay	O	O	O	O	O
Major Project – Game Asset Project	O	O	O	O	O
Major Project – Hardware Technology			O		
Major Project – Software Technology			O		
Major Project – Integrated Games Project	O	O	O	O	O
Major Project – Serious Games	O	O	O	O	O
Major Project – Team Project	O	O	O	O	O
Major Project – Theory: Business and Development	O	O	O	O	O
Major Project – Theory: Design	O	O	O	O	O
Major Project – Theory: Game Analysis	O	O	O	O	O
Major Project – Theory: People, Communities, and Cultures	O	O	O	O	O
Major Project – Traditional Games	O	O	O	O	O
Psychogeography	O	O	O	O	O
Theory Project – Business and Development	O	O	O	O	O
Theory Project - Design	O	O	O	O	O
Theory Project – Game Analysis	O	O	O	O	O