Programme Specification

Middlesex University London

1. **Programme title**	BA(Hons) 3D for Games and Film BA(Hons) 3D for Games and Film with Foundation Year
2. **Awarding institution**	Middlesex University
3a. Teaching institution	Middlesex University
3b. Language of study	English
4a. Valid intake dates	SEPT
4b. Mode of study	FT / PT
4c. Delivery method	☒ On-campus/Blended ☐ Distance Education
5. Professional / Statutory / Regulatory body	N/A
6. Apprenticeship Standard	N/A
7. Final qualification(s) available	BA(Hons) 3D for Games and Film BA(Hons) 3D for Games and Film with Foundation Year DiPHE 3D for Games and Film CertHE 3D for Games and Film BA 3D for Games and Film (3D Animation and Visual Effects) BA 3D for Games and Film (3D Animation and Visual Effects) with Foundation Year BA 3D for Games and Film (Game Art) BA 3D for Games and Film (Game Art) with Foundation Year
8. Year effective from	2023/24

9. Criteria for admission to the programme
UK, EU and international students are eligible to apply for this course. The normal UCAS requirement will be 112 points (equivalent of B,B,C A Levels, D, M,M for BTEC) Access to HE diploma, Advanced Diplomas and Progression Diploma qualifications: these should be at advanced level (level 3) and relevant to the programme of study. Please see https://www.ucas.com/ucas/tariff-calculator https://www.ucas.com/ucas/tariff-calculator
 to help you calculate your tariff points.

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After going through the UCAS process, applicants may be asked to submit a portfolio of work in support of their application. Further to this, in some instances, applicants may be called for interview. Guidance will be given following application.

The Visual Arts *Foundation Year* at Middlesex University is available for those applicants no or very limited practical experience, before progressing onto year 1 of the BA 3D for Games and Film programme.

Applicants that are unable to meet the entry requirements for this course, may still be eligible to join the programme via our foundation year
https://www.mdx.ac.uk/courses/undergraduate/foundation-year-in-media
Applications from mature students with non-standard qualifications are welcomed; especially applications by industry practitioners in cognate fields wishing to advance their skills and gain formal HE qualifications. We also welcome applications from those who are able to demonstrate prior learning, experience or a proven significant interest in and commitment to the area of film, media, 3D, games, photography, art and design. Preferred candidates will be those who are able to demonstrate clear evidence of achievement, either in animation, games, graphics or filmmaking but most importantly we welcome candidates who demonstrate a clear sense of purpose and an enthusiasm for working in the creative industries.

Students whose first/main language is not English must also have an overall IELTS score of 6.0, and not less than 5.5 in any element. Where they do not meet these criteria, they should attend and successfully complete a Middlesex University pre-sessional course or opt to take the foundation year.

There are no restrictions to admission to the programme based on disability – and students with a disability/ies will be supported to undertake the programme (see 16 below).

Direct entry to Year 2 or Year 3 of the programme is considered on a case-by-case basis. Year 3 entry is very rarely appropriate but applications will be considered by the Programme team. All applications for entry with prior accreditation or advanced standing will require assessment through the University's standard procedures.

10. Aims of the programme

The programme aims to:

- Prepare students for employment in the digital creative industry, specifically those industries needing the design, production and development of high-quality 3D computer graphics outputs.
- Enable students to gain specialised and in-depth knowledge about professional 3D animation, games and VFX production practices, workflow and an understanding of industry working environments.
- Foster critical enquiry to find new methods to solve creative problems using cutting-edge digital technologies.
- Instil a sense of life-long experimentation and development to adapt to future technologies for 3D games, film, VFX, 3D animation.
- Provide students opportunities to experience key aspects of creative production processes and practices that are directly relevant to industry and employability.

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- Support students to value the creative potential of technology and their own creative potential and value as a practitioner.
- Provide cross cultural and inter-programme collaboration to expand creative opportunities and explore diverse and inclusive ideas, practices and voices in creative production.

11. Programme outcomes*

A. Knowledge and understanding

On completion of this programme the successful student will have knowledge and understanding of:

1. The various career paths and industries which depend on 3D computer graphics technologies and skills
2. The different technical requirements, workflows and processes specific to each industry.
3. The common, core principals of static and animated Computer Generated Imagery shared across all industries
4. Trends for the future development of the technology driving the industry and their impact on working practices and job roles
5. Design processes for developing and implementing original entertainment content
6. The importance of real-world reference as the basis of CGI
7. Management methodologies individual and collaborative projects.

Teaching/learning methods

Students gain knowledge and understanding through

1. Lectures introducing theoretical fundamentals and context.
2. Workshops covering core skills at increasing levels of competence.
3. Workshops reinforcing acquired skills through application and practice
4. Integration of knowledge and refinement of skills through application to personal and group project-based coursework
5. Self-evaluation through extensive feedback from peers, tutors, industry professionals and reflection.

Assessment methods

Students' knowledge and understanding is assessed by

1. Project based coursework including artistic outcomes, production materials and supporting documentation
2. Regular presentation of work-in-progress at daily review sessions.

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B. Skills	**Teaching/learning methods**
On completion of this programme the successful student will be able to:	Students learn skills through
1. Analyse a project brief to identify requirements and client expectations	1. Lectures introducing theoretical fundamentals and context.
2. Evaluate processes, tools and workflows for successful delivery of a project brief	2. Workshops covering core skills at increasing levels of competence.
3. Manage and organize a complex project	3. Workshops reinforcing acquired skills through application and practice
4. Demonstrate specific skills for the creation of high-quality CG artifacts, including 3D models, characters, still and moving image renders, animations and interactive, real-time scenes for games or virtual production..	4. Integration of knowledge and refinement of skills through application to personal and group project-based coursework
5. Accept, evaluate and implement feedback from peers, tutors and industry professionals	5. Self-evaluation through extensive feedback from peers, tutors, industry professionals and reflection.
6. Presentation of work to professional standards and quality	**Assessment methods**
7. Apply iterative processes to develop project work from concept to final outcome.	Students' skills are assessed by
8. Forming a professional profile suitable for employment	1. Monitoring and recording small observable behaviours in Workshops and Seminars
	2. Awarding badges for meeting an appropriate set of requirements for each practical assignment
	3. Testing practical skills in Workshops through small, focussed problem solving tasks.
	4. Feedback from industry mentors where suitable
	5. Peer evaluation achieved by exchange of practical work.
	6. Recorded individual and group critiques of work in progress

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12. Programme structure (levels, modules, credits and progression requirements)

12. 1 Overall structure of the programme

All modules are 12 Weeks. At each Level, two modules run in Autumn Term and two in Spring Term. At Level 6, there are 3 compulsory modules and 1 optional module. The option is chosen from DDD3020 Portfolio Enhancement, DDD3022 Portfolio Enhancement (3D Animation and VFX) or DDD3024 Portfolio Enhancement (Game Art). The option allows graduates to specialise their studies as well as their exit award title which includes the specialism named by the chosen option.

	Autumn Term	**Winter Term**
Level 4	DDD1010 Visual Communication	DDD1020 Digital Image Marking
	DDD1030 CG Production and Pipeline	DDD1040 Movement in 3 Dimensions
Level 5	DDD2010 Worldbuilding	DDD2020 Cinematics
	DDD2030 Asset Creation	DDD2040 Kinesthetics
Level 6	DDD3010 Practice-Based Research	DDD3020/22/24 Portfolio (Option)
	DDD3030 Major Project: Pre-Production	DDD3040 Major Project

PT Pathway

Year 1	**Year 2**	**Year 3**	**Year 4**	**Year 5**
DDD1010 Visual Communication	DDD1020 Digital Image Marking	DDD2010 Worldbuilding	DDD2020 Cinematics	DDD3010 Practice-Based Research
DDD1030 CG Production and Pipeline	DDD1040 Movement in 3 Dimensions	DDD2030 Asset Creation	DDD2040 Kinesthetics	DDD3020/22/24 Portfolio (Option)
			DDD3030 Major Project: Pre-Production	DDD3040 Major Project

Obtaining 120 credits (or over but less than 240 credits) means you may exit with a **Certificate in Higher Education (CertHE 3D for Games and Film)**

Obtaining 240 credits (or over but less than 360 credits) means you may exit with a **Diploma in Higher Education (DipHE 3D for Games and Film)**

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12.2 Levels and modules		

Level 4		
COMPULSORY	OPTIONAL*	PROGRESSION REQUIREMENTS
Students must take all of the following: DDD1010 Visual Communication DDD1020 Digital Image Making DDD1030 Computer Graphics Production and Pipeline DDD1040 Movement in Three Dimensions	None	Successful completion of 120 credits.

Level 5		
COMPULSORY	OPTIONAL *	PROGRESSION REQUIREMENTS
Students must take all of the following: DDD2010 World Building DDD2020 Cinematics DDD2030 Asset Creation DDD2040 Kinesthetics	None	Successful completion of 240 credits.

Level 6		
COMPULSORY	OPTIONAL *	PROGRESSION REQUIREMENTS
Students must take all of the following: DDD3010 Practice-based Research DDD3030 Major Project: Pre-production DDD3040 Major Project: Production	Students must take one of the following DDD3020 Portfolio Enhancement DDD3022 Portfolio Enhancement (3D Animation and Visual Effects) DDD3025 Portfolio Enhancement (Game Art)	Successful completion of 360 credits.

*Please refer to your programme page on the website re availability of option modules

12.3 Non-compensatable modules	
Module level	Module code
DDD3040	Major Project Production

13. Information about assessment regulations

This programme will run in line with general University Regulations:

https://www.mdx.ac.uk/about-us/policies#regulations, and especially the Code of Assessment Practices.

14. Placement opportunities, requirements and support (if applicable)

Students will be supported to research, apply for and undertake a two-week work placement.

Engagement with industry is a key driver for employability. Additionally, students will be supported to research, apply for and undertake short-term work placements (approx 30 hours) in a field that relates to learning on their degree, as part of DDD3020 Portfolio .

All students will have the opportunity to engage with industry-facing briefs to produce work of professional standards in a range of modules, in collaboration with MDX Works. https://unihub.mdx.ac.uk/employmentUnder our supported international mobility schemes, students can apply for a "Work Placement Abroad" under the new ⛶ on level 5 or immediately after graduation. Students in their second year of study are also still eligible to apply for an Turing Scheme "https://www.erasmusplus.org.uk/" ⛶ at level 5 or immediately after graduation. Students in their second year of study are also still eligible to apply for an "https://www.erasmusplus.org.uk/" Erasmus+ Study Placement Abroad on level 5 until further notice.
The Middlesex University Student Union (MDXSU) also offer placements frequently and support students with internal opportunities (e.g. CAPE, MoDA).

15. Future careers / progression

Potential careers span the range of industries using 3D computer graphics, such as :
- Previs and Techvis
- CG Character
- 3D Animator
- Visual Effects
- CG Environment Department (for Games or Film)
- Virtual Production
- VR / AR / XR

Additionally, the skills covered in the programme are applicable to a range of new career opportunities which are emerging from the convergence of digital screen-based media. The exponentially expanding Virtual Production industry combines the technologies of Computer Games with the performance aspects of Animation and the image manipulation of Visual Effects. It therefore offers novel roles and career paths...

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16. Particular support for learning (if applicable)

To ensure a high quality, interactive and experiential learning experience, students are provided with the following:
- · An academic adviser to help them manage their journey through Higher Education.
- · Access and training to use specialist spaces (including studios, production gallery, recording studios, Digital Media Workshops, edit suites).
- · Technical induction programme for the safe and professional use of all specialist equipment held at the KitHub. Learning and teaching in the programme will be supported by Student Learning Assistants, Graduate Academic Assistants, the Learning Enhancement Team, Disability and Dyslexia Support service, visiting external presenters and collaboration with MDX Works.These additional support opportunities will ensure that all students enjoy equality of opportunity during their studies at Middlesex, in an inclusive, supportive and diverse learning context that breaks down any barriers which might prevent students with disabilities from actively participating in student life.
- · Learning and teaching are centrally managed on the "myUnihub" Virtual Learning Environment. Students are able to access assignment briefs and class handouts at any time. In addition, workshop teaching is regularly recorded and provided as subtitled videos for students to refer to after attending the workshops.

17. HECos codes(s)	101019 (Computer Games Graphics) 100363 (Computer Animation and Visual Effects)

18. Relevant QAA subject benchmark(s)	Art and Design Communication, Media, Film and Cultural Studies Computing

19. Reference points

https://www.instituteforapprenticeships.org/apprenticeship-standards/junior-vfx-artist-generalist-v1-0

https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/sbs-art-and-design-17.pdf

https://www.qaa.ac.uk/docs/qaa/quality-code/qualifications-frameworks.pdf

20. Other information

Please note programme specifications provide a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve if s/he takes full advantage of the learning opportunities that are provided. More detailed information about the programme can be found in the rest of your programme handbook and the university regulations.

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21. Curriculum map for BA 3D for Games and Film

This section shows the highest level at which programme outcomes are to be achieved by all graduates, and maps programme learning outcomes against the modules in which they are assessed.

Programme learning outcomes

Knowledge and understanding	
A1	Career Paths and Industries
A2	Technical requirements, workflows and processes of each industry
A3	Common, core principals of CGI
A4	Trends for the future
A5	Design Processes for original content
A6	Importance of real-world reference for CGI
A7	Process methods for project management
Skills	
B1	Analyse a project brief to identify requirements
B2	Evaluate processes, tools and workflows
B3	Manage and organize a complex project
B4	Specific skills for the creation of high-quality CG artifacts
B5	Accept and evaluate feedback from peers, tutors and professionals
B6	Presentation of work to professional standards
B7	Apply iterative processes to develop work
B8	Forming a Professional Profile

Programme outcomes														
A1	A2	A3	A4	A5	A6	A7	B1	B2	B3	B4	B5	B6	B7	B8
Highest level achieved by all graduates														
6	6	6	6	6	6	6	6	6	6	6	6	6	6	6

Module Title	Module Code by Level	A1	A2	A3	A4	A5	A6	A7	B1	B2	B3	B4	B5	B6	B7	B8
Visual Communication	DDD1010					*	*		*						*	
Digital Image Making	DDD1020			*	*		*					*	*			
CG Production and Pipeline	DDD1030	*	*					*	*	*		*	*		*	
Movement in 3 Dimensions	DDD1040			*			*			*		*	*		*	
Worldbuilding	DDD2010			*	*	*	*			*					*	
Cinematics	DDD2020	*	*							*			*			
Asset Creation	DDD2030	*	*							*			*			
Kinesthetics	DDD2040	*	*							*			*			
Practice-based Research	DDD3010		*		*						*		*		*	
Portfolio Enhancement	DDD3020	*		*						*		*	*	*		*
Portfolio Enhancement (3D Animation and Visual Effects)	DDD3022	*		*						*		*	*	*		*
Portfolio Enhancement (Game Art)	DDD3024	*		*						*		*	*	*		*
Major Project: Pre-production	DDD3030					*	*				*				*	
Major Project: Production	DDD3040		*	*				*			*			*		*