

FOUNDATION DEGREE (FdA)
WITH OPTIONAL 1 YEAR TOP-UP TO BA(Hons)

GAMES ART AND DESIGN

“The question is not are
games art, that’s a given.
It is how are games art.”

Marie-Claire Isaaman
COURSE LEADER

ABOUT THE COURSE

The UK has a vibrant and highly valued games software industry, well respected for creativity and innovation. Many of the world’s biggest developers have UK bases, alongside an increasing number of independent studios and publishers.



The Foundation Degree in Games Art and Design has been created to support this growth by nurturing appropriately qualified talent to the industry. This embraces a range of roles including artists, designers, animators and the associated creatives needed to maintain the UK digital games sector at the forefront of the industry. As technology advances and platform outlets

diversify we are confident our graduates will be well placed to exploit creative and cultural opportunities yet to emerge.

You will be encouraged to break the rules as you explore the alternate realities of gaming, mobile, multi-user and educational applications. This studio-based, project led course starts by providing you with the essential skills and techniques needed to encourage this experimentation.

It also promotes work-related learning, to ensure you graduate with an industry-ready attitude and perspective. Students who successfully complete this Foundation Degree are able to progress to BA Honours Year Three, subject to the fulfilment of the entry criteria. We also accept applications to Year Three by Foundation Degree students from other institutions.

An Industry Liaison Group consisting of stakeholders from games organisations informs the course. Representatives from EA, Codemasters, Sony Computer Entertainment, Ninja Theory and TIGA have all given advice that has informed the curriculum.

LEVEL ONE

Level One introduces tools, concepts and fundamentals of creative games design.

You will develop ideas of what makes for great compelling gameplay. By investigating the core mechanics of games art and the workflow from idea to final product, you will learn how to be innovative with your creative skills.

The key animation principles of squash and stretch, anticipation, cycling and weight are added to your repertoire. We also examine how games animators deal with the challenges of characterisation, realistic motion and emotive storylines. You will then commence 3D modelling with Maya and other relevant software. Building on your previously acquired knowledge you will start to create three-dimensional versions of earlier projects.

Critical Studies, Personal Development Planning and Business Studies support and inform these main components.



LEVEL TWO

In Level Two you will conceive your own conceptual games drawing upon your knowledge of gameplay, genres, narrative and platforms. Having prepared the concept artwork you will pitch and justify your decision-making to fellow students, tutors and industry representatives.

As you start to bring your game idea to life you will begin to create a discrete element of your game's environment or alternatively concentrate on characterisation.

As you near the end of the course you will focus on putting together a portfolio of work to help you enter the games industry, or to progress towards BA Honours degree Level Three. You will be given the time, support and opportunity to come up with new work, possibly following a specialism, genre or experimental direction that most interests you.

WHAT MAKES US SPECIAL

We think games are the most important new art-form to emerge in the last 50 years and are only starting to achieve a small amount of their potential. They are great entertainment and yet can be so much more. If you agree then we are sure we'll get along. The course is an Apple Developer, and has collaborative projects with the UEA School of Computing Sciences. Our graduating students have gone on to work at some of the worlds leading studios such as Electronic Art, Climax Studios, Frontier Games and Jagex. Visiting lecturers have included Kuju and Zoë Mode studios, Shortfuze and Ninja Theory.

About You and Your Portfolio
You will need to show evidence of drawing, ideas for games or other products, sketches and photos. Whilst you should be enthusiastic about games, you should display wider interests too. It is not necessary to show computer-based work, we are more interested in your ideas and sketches, but you should be confident using PC/Mac skills.

Qualifications
For details of entry qualifications please refer to page 94.

The Small Print
UCAS Code: N39
Course Code: Route A: WG24

For further information please email:
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