

GD_5

INDIE GAME DEVELOPER

YEAR ONE

Compulsory

Film Theory, Academic Skills, Media Aesthetics, Creative Development and Story & Ritual / Drawing

SUBJECT 1

GAME DESIGN

SUBJECT 2

3D ANIMATION

SUBJECT 3

OWN CHOICE

Choose 3 subjects

Compulsory

Film Theory

Compulsory

Film Theory & Research Practice

YEAR TWO

YEAR THREE

MAJOR

GAME DESIGN

Concept Art for Games 201
 Interactive Animation 202
 Real-time Rendering Effects 203
 Sound for Games 204

Prototype Development 301
 Game Enhancement Tech 302
 Game Asset Development 303
 Professional Practice 304

MODULES FROM
OTHER QUALIFICATIONS

Information Architecture 201
 Wireframing 202
 Prototyping 203
 Social Media Discourse 204

GAME DEVELOPMENT
FOCUS SKILL

Introduction to C# in Unity 201
 Game Systems 202
 World Dynamics 203
 Game Architecture & Optimisation 204

Game Development 300

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PICK 3 OWN CHOICE MODULES

- 01 Physical Computing 202
- 02 Internet of Things 204
- 03

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PICK 4 OWN CHOICE MODULES

- 01 Smart Object Design 301
- 02 Digital Security 302
- 03 Wearable Technologies 303
- 04

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