BU
Bournemouth University

#BUopenday
#Belongatbu

Games Programmes

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Presentation Overview

- **We will talk about BU in general (learning here, facilities, social life etc.)**

- **We will then focus on the two Games Programmes we offer (tariffs, structure etc.)**

- **We will look at which programme is right for you**

- **We will also provide a list of games dev studios our placement students/grads have gone to, as well as companies they have started.**

About BU

- **University status in 1992**

- **More than 19,000 students**

- **Two campuses: Lansdowne and Talbot. Games courses are on Talbot**

- **Considerable recent building investment: Poole Gateway Building where our new Games labs are housed**

Facilities to support your study

- **Library and Learning Centres with books, e-journals and e-books**

- **Specialist computer labs**

- **Extensive wireless network across the campus**

- **We have a dedicated Creative Tech Store**

Facilities to support your study

- Our labs are in the newly built Poole Gateway Building

- Lectures held elsewhere on campus

- Only labs in PGB, shared with the computer animation dept

- 3 x 50 seat games PC labs

- 8 x 25 seat games PC labs
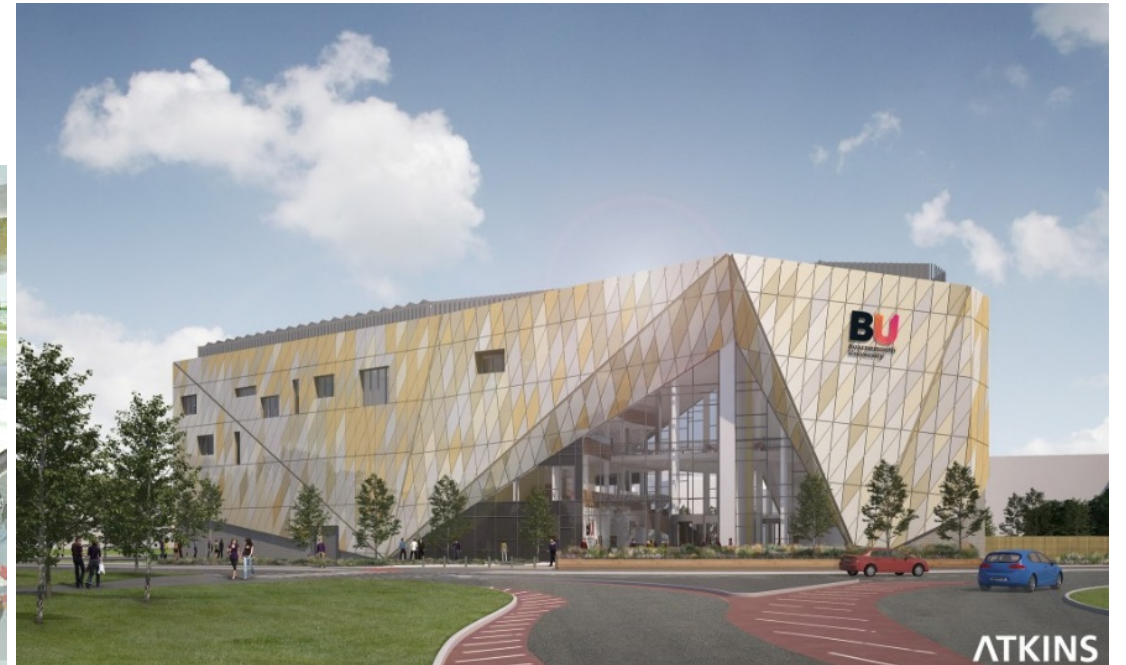
Social Life

- **On-campus sports facilities: gym, football pitches, cricket pitch, badminton courts**

- **Many student clubs and societies (Games Clubs, Games Jams)**

- **Students' Union bar and restaurant on campus and in town**

Academic structure at BU

- **Faculty of Health and Social Sciences**

- **Faculty of Media and Communication**

- **Faculty of Management**

- **Faculty of Science of Technology**
  - **Department of Creative Technology**

  - **...**

Department of Creative Technology

Three Undergraduate degree routes:

- **BSc (Hons) Games Design**

- **BSc (Hons) Games Software Engineering**

- **BA (Hons) Music & Sound Production**

Conditional Offers:

- **University offers you a place if you meet the conditional offer**

- **Unconditional offer if you have the results already.**

Entry requirements

104-120 points

Including 2 A-Levels or equivalent qualifications.

GCSE English Language or Literature and Mathematics, at grade C/4 and above, or equivalent.

Qualifications	Tariff Points (104 minimum)
A-levels	BCC
	ACD
BTEC: Extended Diploma	DMM
BTEC: Diploma	D*D
A-level & BTEC Diploma	A* / MP
	A / MM
	D / DM
A-levels & BTEC Subsidiary Diploma	CD / D
	BC / M
	AA / P
Access to HE	Any combination of Distinctions, Merits and Passes to make up the tariff points

BSc (Hons) Games Design

LEVEL 4

S1
- Games Design Principles (GDP)
- Games Modelling Fundamentals (GMF)
- Digital Technologies (DT)

S2
- Level Design Fundamentals (LDF)
- Lighting and Texturing (LAT)
- Games Development Pipeline (GDPL)

LEVEL 5

S1
- Commercialisation and Business Environment (CBE)
- Modelling for Animation (MFA)
- Interface Design (IND)

S2
- Game Studio Project (GSP)
- Animation for Games (AFG)
- Storytelling and Narrative Development (SND)

LEVEL 6

S1
- Usability and Game Analytics (UGA)
- Pervasive Gaming (PVG)
- Innovation, Enterprise and Business Development (IEBD)

S2
- Individual Project (FYP) (60 cr)

BSc (Hons) Games Software Engineering

LEVEL 4

S1
- Games Design Principles (GDP)
- Introduction to Programming (ITP)
- Digital Technologies (DT)

S2
- Mathematics for Computer Graphics (MCG)
- Object-Oriented Game Programming (OOGP)
- Games Development Pipeline (GDPL)

LEVEL 5

S1
- Commercialisation and Business Environment (CBE)
- AI Game Programming (AIGP)
- Programming for Interaction (PFI)

S2
- Game Studio Project (GSP)
- Physics for Games (PFG)
- 3D Graphics Programming (3DGP)

LEVEL 6

S1
- Graphics and Computational Programming (GCP)
- Games Engine Programming (GEP)
- Innovation, Enterprise and Business Development (IEBD)

S2
- Individual Project (FYP) (60 cr)

Which course is for me?

- **If you want to study the theory behind the creation of games but at the same time also focus on development aspects such as art, level design but also some development (with the use of game engines) then BSc Games Design is the best fit.**

- **If you want to focus on programming for games, which will involve graphics programming, AI programming and other areas then BSc Games Software Engineering should be your choice (more technical degree, so be prepared for quite a bit of maths, physics and C++ programming!).**

Employment track record

Employment track record

Indie companies spawned from our Games graduates

TIGA News

TIGA is a UK Games Industry body, offering accreditation and industry contact

Our latest TIGA reaccreditation event was July 2021, awaiting approval

Three of our 2021 graduates have just won prizes:

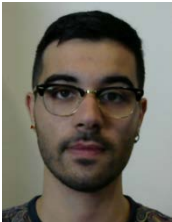Harry Piercy   TIGA Graduate of the Year: Computer Games Technology

Antonino Frazzitta   TIGA Graduate of the Year: Designer

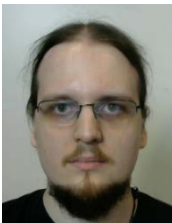Harry Bentley TIGA Graduate of the Year: Programmer

TIGA News

Harry Piercy   - TIGA Graduate of the Year: Computer Games Technology

Motion capture system for general users without specialist studios. Captures motion data using KinectV2
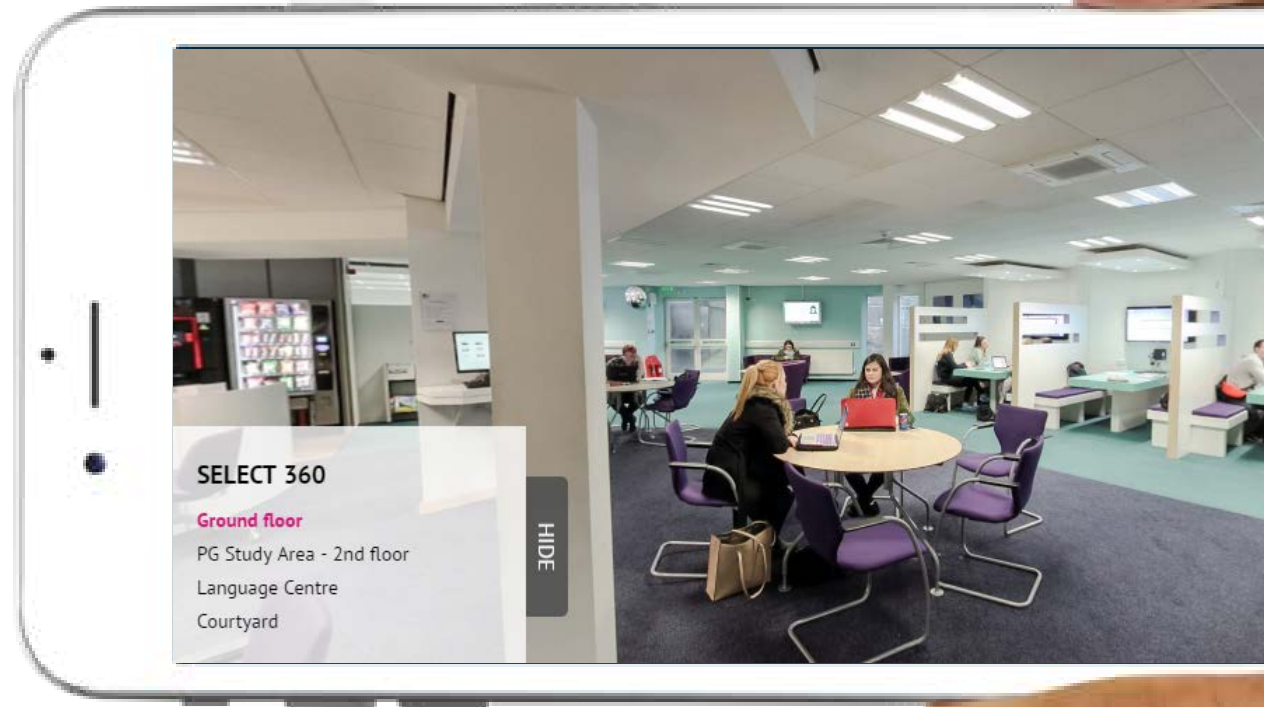
Antonino Frazzitta - TIGA Graduate of the Year: Designer

Using storytelling to improve the emotional experience of games, exploring the connections between narrative and player interaction.

Harry Bentley - TIGA Graduate of the Year: Programmer

Real-time infinite procedural level generation in Unreal Engine, using procedural noise and automated tiling.

Bournemouth University

SELECT 360

Ground floor
PG Study Area - 2nd floor
Language Centre
Courtyard

HIDE

Questions? We've got answers.
01202 961 916
askBUenquiries@bournemouth.ac.uk

Things to remember

Once you've applied...
Register for your accommodation guarantee.

January
UCAS applications deadline

From March
Apply for your accommodation when your place is Unconditional Firm.

May
- **Apply for student funding by 31 May**
- **Explore range of Scholarships & Bursaries**
- **Make your university choice**

September
- Get ready to start uni!

Contact us

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The university has consulted the latest available information in the production of this presentation for delivery in **Autumn 2021**, but cannot be held liable for its accuracy.

The latest information can be found at www.ucas.com