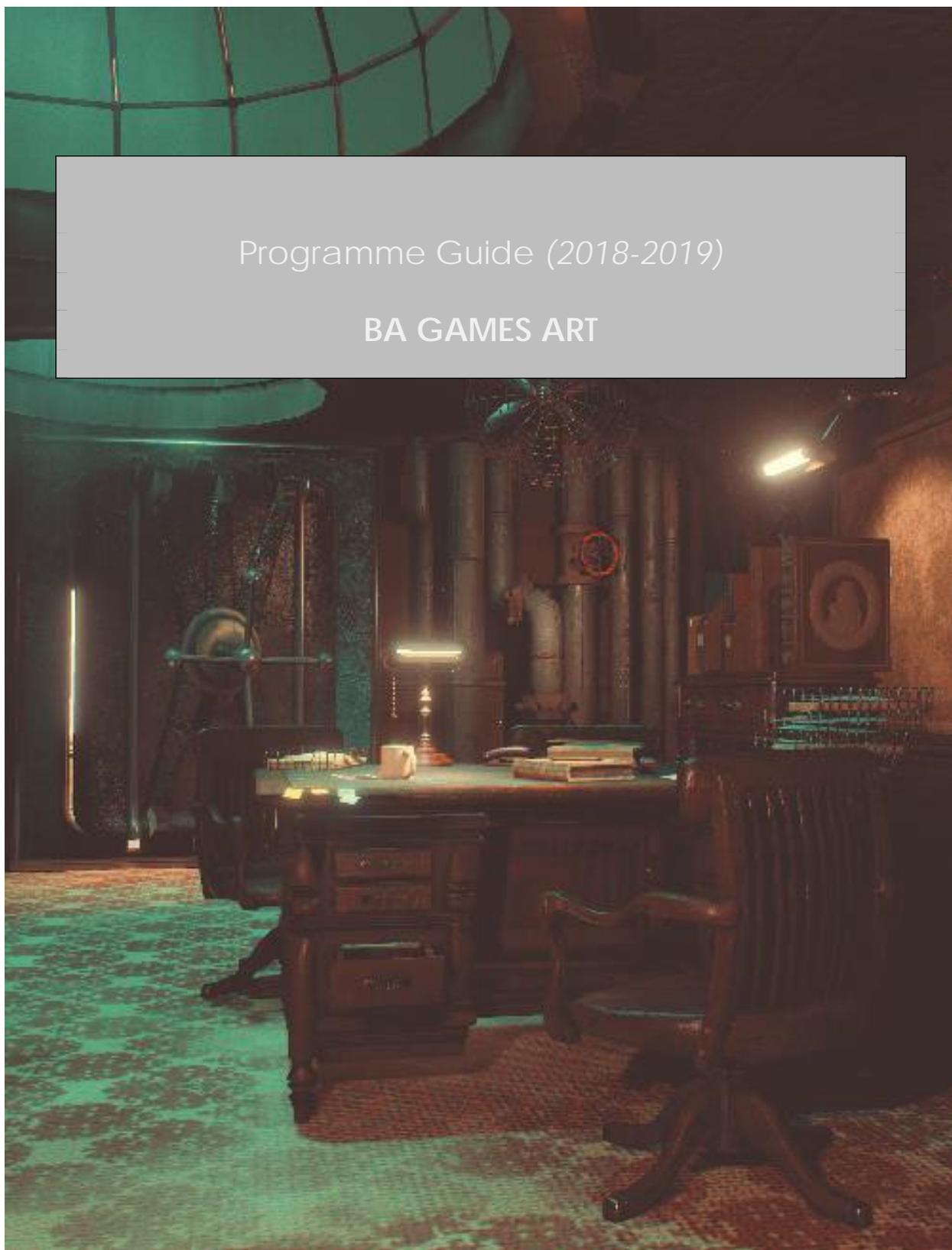


Programme Guide (2018-2019)

BA GAMES ART



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Welcome

It gives me great pleasure to welcome you onto the Games Art provision at the University of Northampton.

The following guide is designed to provide you with some essential information about the Games Art programme available at Northampton and how you can make the best of your time while studying Games Art at the University of Northampton.

As a course team, we have worked hard to develop our Games Art provision and believe that the course we offer is industry relevant and attractive to potential employers. Games Art's fundamental aim is to provide you with the industry relevant employability skills that are needed to obtain a career within the games industry.

As a challenging, yet highly rewarding course selection, I am confident that with the required commitment and work ethic, you will enjoy the material presented throughout your time as a student on the Games Art course at the University of Northampton.

Good luck with all your studies.

Gary Hill (Head of Computing) & Mark Johnson (Deputy Head of Computing)

1.1 Games Art Course Module Structure Diagram

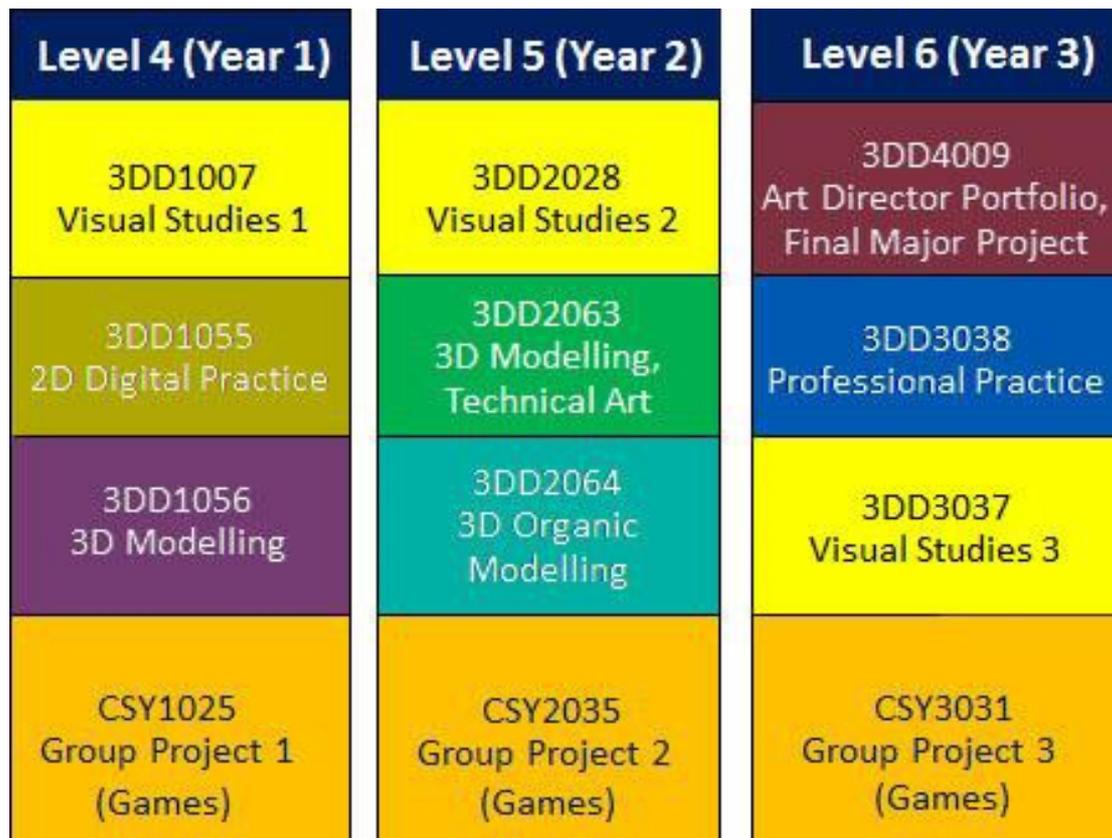


Figure 1 – Games Art Course Module Structure

1.2 Games Art Modules Links

The module specification for a given module provides an overview of the contents for that module.

A complete list of each module and its associated module specification can be found via the following link:-

<http://oldweb.northampton.ac.uk/caf/Undergraduate%20Module%20Specifications/Computer%20Systems/>

1.25 Recommended Materials Required

For the first year of Games Art study you will need:

- 2-3 USB flash drives - Anything above 16GB is ideal or a portable hard-drive.
- Sketchbook - A4 hardback (more robust than a soft backed sketchbook, and easier to use when drawing outside). Try and get spiral bound, 110- 150 gsm is as good weight of paper, rough or smooth surface are fine, depending on your preference.
- Set of drawing pencils (at least a HB, 2B,4B, 6B) and a pencil sharpener, preferably one that collects the shavings..
- 30cm Ruler - preferably a metal one as they are more robust
- Putty rubber - better than a standard rubber, trust us.

1.3 The Games Art Course Team

The following table provides a complete list of all course team members, involved with the delivery of Games Art modules within the Computing department.

Member	Staff Photo	e-mail address
Gary Hill (Head of Computing)		gary.hill@northampton.ac.uk
Dr Mark Johnson (Deputy Head of Computing – Undergraduate Provision)		mark.Johnson@northampton.ac.uk
Martyn Simmons Games Art Senior Lecturer		martyn.simmons@northampton.ac.uk
Daniel McCaul Games Art Lecturer		daniel.mccaul@northampton.ac.uk

<p>Iain Douglas Games Art Senior Lecturer</p>		<p>iain.douglas@northampton.ac.uk</p>
<p>Robert Lambert Games Art Lecturer</p>		<p>robert.lambert@northampton.ac.uk</p>
<p>Dr Anastasios Bakaoukas Games Programming Lecturer</p>		<p>Anastasios.Bakaoukas@northampton.ac.uk</p>
<p>Lewis Sanderson Games Art Associate Lecturer</p>		<p>Lewis.Sanderson@northampton.ac.uk</p>

All members of the course team will endeavour to make themselves available when students require assistance.

It should be noted that office availability will vary between staff, due to a variety of commitments. As such, students are advised to contact tutors/IT support staff initially **via e-mail** to arrange a suitable, mutually convenient, meeting time.

1.4 Indicative Reading List

All of the Game Art modules have specific reading lists that contain required and suggested reading for your professional development. Many of these are available from our university library as books or eBooks, so you don't need to purchase them all initially. Here is a sample of the texts included on our 1st year reading list.

3DD1007 - Visual Studies 1

Figure Drawing for All Its Worth, Author: Andrew Loomis, ISBN: 978-0857680983
Publication Date: 27 May 2011

Anatomy for the Artist, Author: Jenő Barcsay, ISBN: 978-0316907644 Publication
Date: 1 Oct. 1997

3DD1055 - 2D Digital Practice

The Skillful Huntsman The Visual Development of a Grimm Tale at Art Center
College of Design, Author: Scott Robertson ISBN: 978-0972667647 Publication
Date: 26 Oct. 2012

Photoshop for 3d artists. previz, texturing and post-production, Author: Tom
Greenway, ISBN: 0955153034, Publication Date: 2011

3DD1056 - 3D Modelling

Kelly L. Murdock's Autodesk 3ds Max 2018 Complete Reference Guide,
Author: Kelly L. Murdock, ISBN: 1630571075, Publication Date: 5 Sept 2017

3D Game Environments, Author: Luke Ahearn, ISBN: 9780240808956,
Publication Date: 2008-05-05

CSY1025 - Group Project

Level Up!: The Guide to Great Video Game Design, Author: Scott Rodgers,
ISBN: 978-1118877166, Publication Date: 9 May 2014

Video Game Design, Author: Michael Salmond, ISBN: 978-1472567482,
Publication Date: 25 Feb. 2016

1.5 The Student Administration Team (SAT)

The Student Administration Team provides essential administrative support in
the following areas: -

- Student Enrolment
- Module Choice Selection
- Student ID Cards
- Council Tax Exemption Certificates
- Mitigating Circumstances Applications
- Module or Course Transfer Documentation.

The student facing help desk is based in the Library and the office is open
normally from 9am to 5.00pm (4:30pm on a Friday).

The team are happy to provide advice and support with any of the above
issues.

1.6 The Programme CSY Field Noticeboard and Northampton Integrated Learning Environment (NILE)

The CSY noticeboard provides general programme information and is available via NILE. In addition to general programme information, NILE will include module specific documents such as module lecture notes and practical activities.

NILE, can be accessed via any Internet ready computer using the following address:

<https://nile.northampton.ac.uk/webapps/portal/frameset.jsp>

Students are advised to check NILE on a regular basis to ensure that they do not miss any important programme or module news.

1.7 The Programme Timetable

The programme timetable is generated by the University centrally and students should receive their pathway specific timetable upon registration on the programme.

Individual student timetables are also available online at the following address: -

<http://www.northampton.ac.uk/students/timetables>

Please see your pathway leader as a matter of urgency if you do not receive a timetable or you believe that your timetable is incorrect.

1.8 Attendance on the Programme

Regular attendance is essential if you want to be successful on the Games Art pathway. Statistical analysis shows that there is a direct relationship between attendance and mean student performance.

If you genuinely can't make a scheduled lesson due to illness or some other unforeseen occurrence ensure you take the following steps: -

- a) Notify the relevant tutor in advance if you know you will be away. (They may be able to give you some work/notes in advance to prevent you from falling behind)
- b) If the absence is unforeseen, then e-mail the tutor to inform him/her why you couldn't make the lesson.
- c) Ensure that you catch up on any missed work. (Speak to fellow students/get copies of any notes from the tutor/NILE. Attempt any missed practical activities in your own time)

It should be noted that modules within the Games Art provision are designed to build on the material taught each week, if you don't catch up on missed work, subsequent learning will be very difficult.

If you regularly fail to attend lessons without good reason "Cause for concern action" may be initiated. Please see the following link for additional information:-

<http://www.northampton.ac.uk/about-us/governance-and-management/university-policies-procedures-and-regulations>

1.9 The Student Code (As outlined in the Student Handbook)

It is your responsibility to make yourself aware of the contents of the Student Code. Ignorance is no excuse. The Student Handbook, which contains the full student code, can be found on the Northampton University Web site at the following address:-

<http://www.northampton.ac.uk/about-us/governance-and-management/university-policies-procedures-and-regulations>

The student handbook contains key information on issues such as: -

- Policy for Failure and Re-assessment
- Progression
- Honours Degree Classifications

1.10 Your Personal Tutor

Every student on Games Art will be assigned a member of staff as a Personal Academic Tutor (PAT). This person will normally be a member of the Games Art staff teaching. You will be told who your personal tutor is at the start of the year.

Once your personal tutor has been assigned you will meet with your Personal Tutor early in the first term and at subsequent specified times during the year. Your Personal Academic Tutor is responsible for overseeing your academic and personal progress during your programme and s/he will be a primary contributor to any reference which the University provides for you when you leave.

You should regard your Personal Academic Tutor as the most important source of advice for any general problems or uncertainties that you have.

Ways of contacting your Personal Tutor outside of scheduled meetings may vary depending on the tutor and your timetable, but most tutors will make themselves available during the week, so you can seek advice. If you want to see your personal tutor at any point, it is strongly recommended that you e-mail and arrange a mutually convenient appointment.

Your Personal Academic Tutor may be able to give advice about study matters, rules and regulations as they apply to you, and how to change your programme etc. They may also be able to advise about personal problems etc. If they cannot help you directly with anything, then they may direct you to other people such as student services or CFAP. (See below)

1.11 Student Services

Student Services provides a team of highly dedicated staff who can provide specialist (non-academic) advice about issues which may impact on your studies in the undergraduate programme. Full details of the range of Student Services' provision can be found at

<http://www.northampton.ac.uk/staff/departments/student-and-academic-services>

Briefly, the Student Services team can help you with accommodation issues, additional needs guidance (whether arising from disability, from personal issues, from childcare responsibilities etc.), physical and emotional well-being (through the counselling, health and chaplaincy services), career guidance and financial guidance.

1.12 Centre for Achievement and Performance (CfAP)

CfAP offer a free service to all UN students wishing to improve their grades and/or their understanding of what is required of them in an academic environment – Typical support can be provided by specialist tuition for essays, reports, dissertations, referencing, mathematics and many other post and undergraduate skills. Support options include one-to-one tutorials, group workshops, online support or open learning packs. CfAP are dedicated to providing students with whatever professional support is needed to get the most from the Higher Education experience. For full details see the CfAP web-pages at:-

<http://www.northampton.ac.uk/students/study/academic-support>

1.13 Careers and Employability Information - The UNIVERSITY CENTRE FOR EMPLOYMENT AND ENGAGEMENT (UCEE)

During the programme or after its successful completion, you may require additional support with careers advice. The UN provides excellent careers support for all its students. For full detail of the services available, please visit:-

<http://www.northampton.ac.uk/staff/departments/student-and-academic-services/university-centre-for-employability-and-engagement-%28ucee%29>

1.14 Other Sources of University Regulations/Academic Regulations

Every effort is made to ensure that the full range of university regulations for all UMF programme is available, to all students, via the central UMF web-site. A full list of all services/documents/forms available can be found at the following address:-

<http://www.northampton.ac.uk/about-us/governance-and-management/university-policies-procedures-and-regulations>

1.15 Assessment Periods

The assignment schedule for each year of the programme is published on the programme web site and can be found via the following link:-

<http://www.computing.northampton.ac.uk/AssignmentSchedules>

2 Teaching, Learning and Assessment

2.1 Module Delivery

The delivery of each module will vary but in general you will be taught in a variety of ways including: -

- a) Lectures: A formal talk given by the module tutor, covering the core topics of the module.
- b) Seminars: A less formal discussion group, lead by the module tutor, where students can discuss material and identify topics that are causing concern. Student participation is essential
- c) Practicals: Practical exercises that support the theoretical learning provided in the lectures.
- d) Directed Personal Study: Module tutors will supply a reading list of essential and background course text. To ensure a complete understanding of the subject material this additional wider reading is vital.

2.2 Study Skills Advice

Students are advised that, in general, skills for studying and learning are not intrinsic and must be acquired. The following Web-sites may prove useful:-

<http://www.how-to-study.com/>

http://en.wikipedia.org/wiki/Study_skills

<http://www.wikihow.com/Improve-Your-Study-Skills>

Please consult tutors and/or make use of the UN support facilities for learning and studying if you have any problems.

The Centre for Academic Practice can also provide support to students who have specific learning needs such as basic Mathematics and English. (See previous section 1.10)

2.3 Module Assessment

The Games Art modules are assessed through coursework assignments. An indication of the weighting for each piece of coursework is provided in module specification (see section 2.2 above).

2.4 Submission of Coursework Assignments

Most work submitted for assessment will be via NILE. Some work, such as large sketchbooks or large digital files on memory sticks or DVDs will be submitted through the Student Centre located at the Avenue Campus.

It is your responsibility to ensure that you are fully aware of the submission procedures for each assignment, including the times when assignments should be submitted.

Formal feedback from assignments is due approximately 4 working weeks after the assignment is completed. All tutors will endeavour to meet this marking/feedback deadline.

Except where an extension of the hand-in deadline date has been approved (using the Request for Assignment Extension form, see below), lateness penalties will be applied in accordance with University policy as follows:

Days Late: 1 – 7, maximum grade that can be achieved: D-

More than 7 days late, grade awarded = G

If you believe that there are circumstances that justify an extension of the hand-in deadline for assignment work, you are required to use the Request for Assignment Extension form (available from the Student Administration Team Office MY69.) Extensions (to a maximum of 2 weeks in exceptional circumstances) are granted when there are serious and exceptional factors outside your control. Everyday occurrences such as colds and hay fever do not normally qualify for extensions. Where possible, requests for extensions should be made before the hand-in date.

The Division considers extenuating circumstances to be conditions that significantly impact on your work. Typically these will cover more than one module. Requests for consideration of mitigating circumstances in respect of assignment work submission, should be made using the mitigating circumstances form, see:

<http://www.northampton.ac.uk/about-us/governance-and-management/university-policies-procedures-and-regulations>

You are advised to speak to your Programme Leader/personal tutor prior to completing these forms. Whilst mitigating circumstances are being considered, you are advised to inform relevant staff members, and continue with the assignment. Extensions of up to 2 weeks can be granted in order that

you can submit the current piece of assessed work. If the circumstances are too serious to be resolved by such an extension, alternative arrangements involving a different piece of work may be made.

Where a mitigating circumstances application is approved, deferred work submitted is not capped when marked.

2.5 Academic Misconduct

Academic misconduct runs counter to academic integrity and is defined by the University as “an attempt by a student to complete an examination or other assessment by means considered to be unfair” It includes Plagiarism and Collusion between students.

The university policies for avoiding academic misconduct and guidance through the academic misconduct procedure can be found via the following link: -

<http://www.northampton.ac.uk/about-us/governance-and-management/university-policies-procedures-and-regulations>

Games Art Welcome Week 2018

Time	Monday Sept 24th	Tuesday Sept 25th	Wednesday Sept 26th	Thursday Sept 27th	Friday Sept 28th
9 am			Welcome Week Activity 9:00-12:00 SN315		
10am			Welcome Week Activity 9:00-12:00 SN315		
11am	Welcome Talk 11:30am-12pm SN101		Welcome Week Activity 9:00-12:00 SN315		
12noon		Introduction to Games Art 12:00-15:00 LH124		Skills Building Session 12:00-15:00 LH128 Changemaker, Learning Development and the Academic Librarians	
1pm	Fresher Events and enrolments throughout the day.	Meet the Staff <i>An introduction to the Games Art staff</i> 12:00-15:00 LH124		Skills Building Session 12:00-15:00 LH128 Changemaker, Learning Development and the Academic Librarians	
2pm		What is a PAT? <i>Explaining the role of a Personal Academic Tutor followed by a chance for questions.</i> 12:00-15:00 LH124		Skills Building Session 12:00-15:00 LH128 Changemaker, Learning Development and the Academic Librarians	
3pm			"Welcome Week Conclusion" 15:00 pm-15:30pm SN101		