

# **BA (Hons) Digital Games Art**

## **Course Specification**

Academic Year 2024/2025

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## 1. Course Overview

|  |   |
|--|---|
| <b>Full course/award title(s)</b>  | BA (Hons) Digital Games Art   |
| <b>Location of study</b>   | LMA Liverpool / LMA London  |
| <b>Off campus elements / locations</b>                                   | Not applicable  |
| <b>Fees</b>  | Please see the tuition fees on the LMA website <a href="#">Home - LMA</a>   |
| <b>Additional costs</b>  | <p><b>Required:</b><br/>You will require a range of traditional art material - pens, pencils, paints etc. LMA supplies a free starter pack when you commence the course, but you will need to replace items when they run out</p> <p><b>Optional:</b><br/>Students are advised to purchase an external hard drive to store and back up their work</p> |
| <b>Awarding institution</b>  | Regent's University London  |
| <b>Date of original validation / revalidation</b>                        | Month, year leave blank for completion by Registry  |
| <b>Validated until</b>   | Month, year leave blank for completion by Registry  |
| <b>Framework for Higher Education Qualification level of final award</b> | Level 6   |
| <b>Number of credits in award</b>  | 360 credits   |
| <b>HECoS Code</b>  | 101361 - Creative Arts and Design/101268 - Games Design   |

| <b>Relevant QAA subject benchmark statements</b>   | <a href="#">Art and Design 2019</a> / <a href="#">Computing 2022</a>  |                |           |                             |                             |
|--|---|----------------|-----------|-----------------------------|-----------------------------|
| <b>Other external and internal references</b>  | Regent's University London Academic Regulations<br>Regent's University London Learning, Teaching and Assessment Strategy<br>Regent's Learning Outcomes (RLOs) (2021)<br>Regent's Assessment Framework (2022)<br>Regent's Learning Design Framework: RADAR (2020)<br>Regent's Course Design Process (2023)<br><a href="#">QAA: Frameworks for Higher Education Qualifications (FHEQ)</a><br><a href="#">AdvanceHE: Principles of Inclusive Curriculum Design</a><br>LMA Teaching and Learning Framework<br>LMA Way vision statement<br>Regent's / LMA Learning Outcomes Mapping Overview |                |           |                             |                             |
| <b>Professional, statutory or regulatory body recognition/ accreditation</b>               | Not applicable  |                |           |                             |                             |
| <b>Language of study</b>   | English   |                |           |                             |                             |
| <b>Date of production / revision of this course specification</b>                          | January 2024  |                |           |                             |                             |
| <b>Course intakes, modes of study, UCAS codes, expected and maximum duration of course</b> |   |                |           |                             |                             |
| Mode of Study  | Intake Month  | Level of entry | UCAS Code | Expected Duration in Months | Maximum duration in months* |
| Full Time  | September   | Level 4        | W215      | 36 months                   | 60 months                   |

\* In exceptional circumstances only – refer to Regent's University London Academic Regulations for detail

## 2. Why study this course, including course aims and objectives

Studying BA (Hons) Digital Games Art at LMA you are immersed in all aspects of the subject that you love from the moment you start on the course. At LMA all our courses are structured around a belief in putting the student first, enabling you to gain hands-on practical experience of your subject and nurturing your talent and passion in order to develop your career in the industry. You gain detailed knowledge and a critical understanding of the industry you aspire to enter and learn from established industry professionals who have experience of different aspects of the profession. LMA's approach means that no day is likely to be the same as another on BA (Hons) Digital Games Art – you may be learning new digital art skills in the Games Studio, exploring urban sketching and architectural drawing on a location still life drawing class, or developing your understanding of how to succeed in the industry by taking part in an external brief project.

LMA's BA (Hons) Digital Games Art course is a practical, high intensity programme that supports your development as a skilled, creative practitioner. Like all LMA courses, from the moment that you start on the course you will be involved in a range of practical activities that develop and stretch your skills as a games artist. Building on your artistic talent and skills, you will be encouraged to expand your practical skills into new areas, trying out different styles and developing competency within a range of industry standard creative softwares. You will explore a variety of platforms and experience what it is like to operate as a traditional and digital artist, a games designer, concept artist, games production manager or "Quality Assurance Executive" - i.e.. a Games Tester!

Participating in the development of a range of new games artefacts and products is a key element of the course, and you have a range of opportunities to create your own work in an individual and team context throughout. Students have access to a range of technical facilities on campus such as a Games Studio and Creative Media suites and you will have the opportunity to also exhibit your work in external venues and network with external industry professionals.

In addition to your practical work, you will engage in a variety of activities that enable you to explore how the games industry operates. You will gain a detailed understanding of the workings of the industry and you will explore how your talents and aspirations can be best placed within the profession. You also learn about the broader history of art practice and then undertake a focused study of the games industry, its developments, formats and, notably, future prospects and advancements. You will explore how innovations in technology have impacted on the industry and how it may look in the future. By engaging in debate about the future of the industry you will gain an insight into how you can shape your career aspirations in order to be at the cutting edge of future opportunities.

Studying at LMA also provides you with a range of opportunities to network and interact with people from across the creative industries sector, both within LMA and externally. As LMA is a specialist higher education institution, you will be surrounded by fellow students who all have a passion for the Creative Arts. We organise a range of activities that allows you to network with students from across the different programmes. As well as enabling you to get to know fellow students, these sessions also help you build and practise essential networking and communication skills which are essential for your career alongside the prospect of initiating student-led projects through collaboration. In addition, you have access to a wide ranging guest speaker programme where professionals from across different sectors provide you with insights into a diverse range of topics aimed at supporting you to develop an understanding of the career opportunities open to you, and the skills you need to succeed. This engagement with industry is also promoted through focused events such as the LMA two day industry exhibition 'You Festival' where guest speakers, workshops, and round table panellists from across the Creative Industries come together to give insight, guidance and bespoke advice around how to make your career flourish and how you can gain success in the business.

This course is aimed at anyone who has a passion for Games and Digital Art, whether you are an artist, a graphic designer or a gamer. It is a broad ranging course, and we welcome students from a diversity of backgrounds and with different prior experiences within the world of art and gaming. We look for potential rather than expecting everyone to have already gained significant formal experience within Games Art. So, if you are someone who has always loved art or games - or both! - and want to expand your horizons, this is an ideal course for you.

Once you have graduated from the course you will be prepared to enter a range of careers within the games industry. You are given the opportunity to develop and cultivate yourself as a digital artist who can work across a range of approaches and roles. Activities covered include preparing you to work in different contexts including large and small games studios, as a concept or VFX artist for a digital media or film company or as a freelancer working across a number of projects and developing both 2D and 3D material for a range of creative sectors

You may decide to specialise in one specific area of games art design, choosing to become an expert 3D asset artist or 3D character artist. Alternatively you may decide the use and application of specific software and techniques such as texturing or digital painting is your strength and you look for a role that allows you to focus on these skills. Some students prefer to specialise in 2D approaches and seek work in Concept Art, specialising in the development of imagery to be used in film production or product development.

If you discover you enjoy the development of games products the course also provides the grounding to work within games design roles such as concept developers, producers, or quality assurance and testing roles.

Finally, before you decide on the definite route you wish to pursue, if you would like to explore and develop your creativity further, you may consider further study at postgraduate level either in music, or an area of music industry entrepreneurship.

### **3. Course structure**

This is a guide to the overall structure of your course, mandatory elements, modules (including terms when delivered) and periods of assessment.

#### **Your Course**

The BA (Hons) Digital Games Art course is informed by the overarching course framework and ethos which runs across all LMA undergraduate courses. Three thematic strands - “context”, “skills” and “create” - are developed throughout the course, and the balance between the strands alters as you progress. All modules are compulsory.

In the “Context” modules you explore the complex and varied history of games development both within the UK and within a wider global context. You look at different trends and developments within the industry and analyse the different approaches and conceptual tools that can be used to analyse the industry. You will have the opportunity to investigate topics and approaches that are of interest to your own development as a performer, and you will be encouraged to develop your critical and analytical skills both in written and oral formats.

The “Skills” modules provide you with the practical skills and knowledge to develop as a well rounded Games Artist. You will be encouraged to explore the different stages of the production pipeline within games design and identify your own areas of interest and specialism within the range of different roles that are available. For example, through the work you do within the technical skills modules you may discover you have an interest in specialist areas such as 3D artefact production or specialist skills such 3D sculpting. Alternatively, the traditional art skills modules help you to develop your drawing and illustration skills across a range of mediums and approaches. In addition, in your second year the 3D Games Development module enables you to develop your technical computing and games design skills by exploring how your artwork can be exported and manipulated within a Games Engine such as Unreal in order to build functioning games products. The structure of the course enables you to experience and develop your skills across all these areas, allowing you to decide the best fit for your interests and skills.

In addition, throughout the course, the skills modules incorporate a range of topics and activities which support your development as a healthy games art practitioner. In order to sustain your career within the creative industries, you need to develop a range of techniques and tools to support both your physical and mental wellbeing. Topics that are

covered include time management and approaches you can use to manage the stresses of working to strict deadlines; communication and team working skills to enable you effectively and empathetically understand and work with others; and practices of self-care, resilience and relaxation to promote good mental wellbeing.

The modules within the “Create” strand of your course support your development as a 3D Games artist and Games Designer. You will explore different stages and roles within the games production pipeline. Sometimes you will be working individually on a set task linked to a specific aspect of the production of a game. Other times you will work with other members of your course, and be expected to collaborate as part of a production team in a games studio environment. These projects are also designed to build your “smart” skills of networking, collaboration and communication so you learn to be a valued member of a studio team who can both support and lead the development of a project. The modules in this part of your course also allow you to consider how you present and market yourself to potential employers and support you to develop a varied personal career portfolio which demonstrates your skill sets and talents.

The relationship between the three themes alters as you progress through the course. Your skills, proficiency and industry awareness builds as the programme develops, culminating in a range of opportunities at Level 6 where you are expected to work to industry standards and present yourself professionally in a range of different settings.

### **Your Course Timetable and Attendance**

Timetabled classes normally take place between 8.30am and 7.30pm, Monday to Friday. We aim to timetable your attendance in blocks where you will be in attendance for a designated morning and/or afternoon period on specified days during the week. Your timetable for your course will be provided during Induction week, so you will clearly know in advance which days and times you are required to attend. On average you will be timetabled for around 18 hours face to face attendance per week depending on your level of study, alongside 2-3 hours of online sessions.

Attendance to all timetabled sessions is compulsory. In some modules, active engagement with your course contributes to meeting assessment objectives which form part of your overall assessment.

Optional “LMA Extra” skills enhancement classes are offered on some evenings and on some Saturdays through the two academic semesters.

### **Academic Year**

LMA Undergraduate courses comprise a 2 semester structure with 13 weeks of teaching within each semester followed by an assessment block. The first semester runs from late September to mid January. There is a one week assessment block at the end of the first semester. The second semester runs from late January through to early May, with an assessment block in March and an end of year assessment period that concludes at the



end of May. Full calendars are published in advance of each academic year so you will be told exact dates for all activities in advance. Assessment week schedules and deadlines are published in advance within both the “My Course” area in Google Classroom and in the individual module sites.

## Modules

Your course is composed of a number of modules that each have a credit value. On successfully passing each of these modules, you will gain credits that count towards the total needed for your degree.

One credit equates to 10 notional hours of study, which is the average time a student will take to achieve the specified learning outcomes. So, if a module is worth 10 credits, then you would expect to spend 100 hours studying this. These will not all be ‘taught’ hours. You will receive guidance and instruction through lectures, seminars, workshops etc., but you will also need to engage in self-study. A percentage breakdown of teaching contact hours and self-study required on this course is indicated in Section 6.

On an undergraduate degree course, you can usually expect to study 120 credits per level (or year).

**Course Content Warning:** Depending on the source material created and selected by students and tutors, some delivery sessions in all Games modules may require a content warning. Trigger warning information will be provided in the module Google Classroom website and, where appropriate, at the start of a delivery session.

### Course modules - Level 4/5/6

| <b>Level 4 - Semester 1 and 2</b>        |                             |                |
|--|-----------------------------|----------------|
| <b>Semester</b>                          | <b>Core Modules</b>         | <b>Credits</b> |
| 1 and 2                                  | Studying the Games Industry | 30             |
| 1 and 2                                  | Digital Art Skills          | 40             |
| 1 and 2                                  | Traditional Art Skills      | 20             |
| 1 and 2                                  | Games Art Production        | 30             |
| <b>Total Credits for Level 4</b>         |                             | <b>120</b>     |
| <b>Exit awards (if appropriate)</b>      |                             |                |
| Certificate of Higher Education (CertHE) |                             |                |

| <b>Level 5</b>                      |                               |                |
|-------------------------------------|-------------------------------|----------------|
| <b>Semester</b>                     | <b>Core Modules</b>           | <b>Credits</b> |
| 1 and 2                             | Exploring the Games Industry  | 30             |
| 1 and 2                             | 3D Game Development           | 30             |
| 1 and 2                             | Advanced Digital Art Skills   | 30             |
| 1 and 2                             | Advanced Games Art Production | 30             |
| <b>Total Credits for Level 5</b>    |                               | <b>120</b>     |
| <b>Exit awards (if appropriate)</b> |                               |                |
| Diploma of Higher Education (DipHE) |                               |                |

| <b>Level 6</b>                      |                           |                |
|-------------------------------------|---------------------------|----------------|
| <b>Semester</b>                     | <b>Core Modules</b>       | <b>Credits</b> |
| 1                                   | Industry Investigation    | 20             |
| 1 and 2                             | Games Art Showcase        | 30             |
| 1 and 2                             | Promotional Portfolio     | 20             |
| 1 and 2                             | Major Game Art Production | 50             |
| <b>Total Credits for Level 6</b>    |                           | <b>120</b>     |
| <b>Exit awards (if appropriate)</b> |                           |                |
| BA Digital Games Art                |                           |                |

## 4. Indicative course structure diagram

### Level 4

|                     |   |   |  |   |
|---------------------|---|---|--|---|
| Semester<br>1 and 2 | Studying the<br>Games<br>Industry<br><br>(30 Credits) | Traditional Art<br>Skills<br><br>(20 Credits) | Digital Art Skills<br><br>(40 credits) | Games Art<br>Production<br><br>(30 credits) |
|---------------------|---|---|--|---|

### Level 5

|                     |  |  |  |  |
|---------------------|--|--|--|--|
| Semester<br>1 and 2 | Exploring the<br>Games<br>Industry<br><br>(30 Credits) | 3D Game<br>Development<br><br>(30 Credits) | Advanced Digital<br>Art Skills<br><br>(30 Credits) | Advanced Games<br>Art Production<br><br>(30 Credits) |
|---------------------|--|--|--|--|

### Level 6

|               |   |  |   |   |
|---------------|---|--|---|---|
| Semester<br>1 | Module<br>Code<br><br>Industry<br>Investigation<br><br>(20 Credits) | Module Code<br><br>Games Art<br>Showcase<br><br>(30 Credits) | Module Code<br><br>Promotional<br>Portfolio<br><br>(20 Credits) | Module Code<br><br>Major Game Art<br>Production<br><br>(50 Credits) |
| Semester<br>2 |   |  |   |   |

## 5. Exit awards

Exit (interim) awards can be conferred where:

- a) you withdraw from the University without completing all the credits required for your named award, and
- b) you have successfully completed the volume of credit at the relevant FHEQ level as indicated in Section 3 above, and
- c) subject to the decision of the relevant Progression and Finalist Board.

Available exit awards for this course are:

- Certificate of Higher Education (120 credits Level 4)
- Diploma of Higher Education (240 credits – Level 4/Level 5)
- Non-Honours Degree (Ordinary Degree) (240 credits Level 4/Level 5 and 60 credits Level 6)

The full criteria for these exit awards can be found in the Assessment and Course Regulations section of Regent's University London Academic Regulations.

[regents.ac.uk/policies](https://regents.ac.uk/policies)

## 6. Learning outcomes

This is a guide to the more specific knowledge and skills you will gain if you take full advantage of the learning opportunities available to you.

Learning Outcomes will tell you what we expect you to know and/or be able to do once you have completed a learning process (e.g., a module, a level or the entire course) (QAA, 2018). Teaching and assessments are designed accordingly to enable you to demonstrate that you have adequately met these outcomes.

The course you are undertaking is validated and awarded by Regent's University. They have developed an overarching set of ten generic course learning outcomes which outline the high level skills, knowledge and competencies that any student will possess once they have completed each level of study or graduated from a course approved by Regent's University. As your degree is developed and delivered by LMA but validated by Regent's University, we have used the themes and topics within each of Regent's generic course learning outcomes to inform the overall learning outcomes of our courses as well. The overall themes of Regent's generic learning outcomes align well with the ethos of the LMA courses. We have adapted each of the generic learning outcomes so they are expressed in a way that shows how the theme can be related specifically to the specialist creative industry focus of your course. [Appendix 1 at the end of this course specification shows you how the mapping has been undertaken.]

The learning outcomes that you will be expected to demonstrate at the completion of each level of your studies at LMA are listed below. Each module that you will study has developed between three and six distinctive Module Learning Outcomes (MLOs). Each MLO is mapped against an equivalent LMA Course Learning Outcome (LMA-LO) from the list below. We have ensured that at each level, all of the compulsory elements of your course assess, in their totality, all ten learning outcomes (see Section 16).

| <b>Level 4 Learning Outcomes</b> |  |
|----------------------------------|--|
| LMA-LO1                          | <p><b>Collaboration:</b></p> <ul style="list-style-type: none"> <li>● Explore how you can effectively network and collaborate as part of a team to generate ideas and opportunities within creative projects</li> </ul>                                      |
| LMA-LO2                          | <p><b>Innovation:</b></p> <ul style="list-style-type: none"> <li>● Identify where innovation has occurred in creative practice and explore how these different ideas and approaches can be used to inform your own creative thinking and practice</li> </ul> |
| LMA-LO3                          | <p><b>Professional Development:</b></p> <ul style="list-style-type: none"> <li>● Identify opportunities as to how you can enhance your understanding of creative practice and how you can develop as a practitioner</li> </ul>                               |
| LMA-LO4                          | <p><b>Decision-making:</b></p> <ul style="list-style-type: none"> <li>● Investigate different ideas and approaches, including your own, and use problem solving skills to make decisions within your creative practice</li> </ul>                            |

|          |   |
|----------|---|
| LMA-LO5  | <p><b>Communication:</b></p> <ul style="list-style-type: none"> <li>● Use creative and traditional mediums to communicate to individuals, groups and audiences from a disparate range of backgrounds</li> </ul>   |
| LMA-LO6  | <p><b>Digital Data and Tools:</b></p> <ul style="list-style-type: none"> <li>● Use a range of digital tools, software and approaches to data analysis within specific and defined contexts within your chosen creative industries subject specialism</li> </ul> |
| LMA-LO7  | <p><b>Discipline Knowledge:</b></p> <ul style="list-style-type: none"> <li>● Explain theories, concepts, and facts from debates within the creative industries in both theoretical and practical contexts</li> </ul>  |
| LMA-LO8  | <p><b>Discipline Skills:</b></p> <ul style="list-style-type: none"> <li>● Use the specific knowledge, techniques and skills relevant to your specific creative subject specialism, demonstrating basic technical proficiency and competency</li> </ul>          |
| LMA-LO9  | <p><b>Interdisciplinary Perspectives:</b></p> <ul style="list-style-type: none"> <li>● Identify and contrast different interdisciplinary perspectives which can be used in both your background research and creative practice</li> </ul>                       |
| LMA-LO10 | <p><b>Human and Environmental Impact:</b></p> <ul style="list-style-type: none"> <li>● Explore the ethical and sustainable considerations and concerns that arise within different aspects of creative practice</li> </ul>                                      |

| <b>Level 5 Learning Outcomes</b> |   |
|----------------------------------|---|
| LMA-LO1                          | <p><b>Collaboration</b></p> <ul style="list-style-type: none"> <li>● Collaborate and network within the Creative Industries, and work as an effective team member team to address challenges generated within creative projects and enterprises</li> </ul>                        |
| LMA-LO2                          | <p><b>Innovation:</b></p> <ul style="list-style-type: none"> <li>● Recognise and Investigate alternative ideas, methods and skills that can be applied within your subject specialism and test out how these can be used effectively to develop your creative practice</li> </ul> |

|          |  |
|----------|--|
| LMA-LO3  | <p><b>Professional Development:</b></p> <ul style="list-style-type: none"> <li>• Develop a plan for your professional development, demonstrating an understanding of your own current strengths and areas for growth and enhancement as a creative practitioner.</li> </ul>                    |
| LMA-LO4  | <p><b>Decision-making:</b></p> <p>Analyse and reflect on different ideas and approaches and use problem-solving and critical thinking skills to make decisions within your creative practice</p>   |
| LMA-LO5  | <p><b>Communication:</b></p> <ul style="list-style-type: none"> <li>• Use a variety of creative and traditional mediums to communicate effectively to individuals, groups and audiences from a disparate range of backgrounds</li> </ul>   |
| LMA-LO6  | <p><b>Digital Data and Tools:</b></p> <ul style="list-style-type: none"> <li>• Analyse and use a range of digital tools, software and approaches to data analysis demonstrating your understanding of how they can be used within your creative industries subject specialism</li> </ul>       |
| LMA-LO7  | <p><b>Discipline Knowledge:</b></p> <ul style="list-style-type: none"> <li>• Examine and apply theories, concepts, and facts from debates within the creative industries in both theoretical and practical contexts</li> </ul>   |
| LMA-LO8  | <p><b>Discipline Skills:</b></p> <ul style="list-style-type: none"> <li>• Employ a range of discipline specific knowledge, techniques and skills relevant to your specific creative subject specialism, demonstrating an intermediate level of technical proficiency and competency</li> </ul> |
| LMA-LO9  | <p><b>Interdisciplinary Perspectives:</b></p> <ul style="list-style-type: none"> <li>• Investigate and apply different interdisciplinary perspectives in both your background research and your creative practice</li> </ul>   |
| LMA-LO10 | <p><b>Human and Environmental Impact:</b></p> <ul style="list-style-type: none"> <li>• Analyse the ethical and sustainable considerations and concerns that arise within different aspects of creative practice</li> </ul>   |

| <b>Level 6 Learning Outcomes</b> |  |
|----------------------------------|--|
| LMA-LO1                          | <p><b>Collaboration:</b></p> <ul style="list-style-type: none"> <li>• Collaborate and build networks and activities within the Creative Industries, developing effective team responses to complex challenges generated within creative projects and enterprises</li> </ul>                                |
| LMA-LO2                          | <p><b>Innovation:</b></p> <ul style="list-style-type: none"> <li>• Implement alternative approaches to creative practice, testing and pushing artistic and discipline boundaries in order to create new work within your selected area of creative practice</li> </ul>                                     |
| LMA-LO3                          | <p><b>Professional Development:</b></p> <ul style="list-style-type: none"> <li>• Articulate a clear vision of your personal creative identity and outline plans for professional development, demonstrating an understanding of current industry trends and opportunities</li> </ul>                       |
| LMA-LO4                          | <p><b>Decision-making:</b></p> <ul style="list-style-type: none"> <li>• Exhibit informed decision-making within creative practice, showcasing problem-solving skills, self reflection and the ability to use critical thinking to overcome challenges within diverse situations</li> </ul>                 |
| LMA-LO5                          | <p><b>Communication:</b></p> <ul style="list-style-type: none"> <li>• Use a variety of creative and traditional mediums to communicate effectively to diverse individuals, groups and audiences from a disparate range of backgrounds</li> </ul>   |
| LMA-LO6                          | <p><b>Digital Data and Tools:</b></p> <ul style="list-style-type: none"> <li>• Appraise and utilise a range of digital tools, software and approaches to data analysis demonstrating your informed understanding of their application within the Creative Industries sector and their wider use</li> </ul> |
| LMA-LO7                          | <p><b>Discipline Knowledge:</b></p> <ul style="list-style-type: none"> <li>• Critique and synthesise theories, concepts, and facts from debates within the creative industries in both theoretical and practical contexts</li> </ul>   |



|          |   |
|----------|---|
|          |   |
| LMA-LO8  | <p><b>Discipline Skills:</b></p> <ul style="list-style-type: none"> <li>● Combine and employ a wide range of discipline specific knowledge, techniques and skills relevant to your specific creative subject specialism, demonstrating an appropriate graduate entry level of technical proficiency and competency</li> </ul> |
| LMA-LO9  | <p><b>Interdisciplinary Perspectives:</b></p> <ul style="list-style-type: none"> <li>● Integrate different interdisciplinary perspectives in both your background research and creative practice</li> </ul>   |
| LMA-LO10 | <p><b>Human and Environmental Impact:</b></p> <ul style="list-style-type: none"> <li>● Evaluate the ethical and sustainable considerations and concerns that arise within different aspects of your own creative practice and in the broader world of the creative industries</li> </ul>                                      |

## 7. Learning and teaching strategy/assessment methods (non-regulatory)

This is a guide to the academic opportunities available to help you achieve the overall aims and objectives of the course as listed in Section 2 and the intended learning outcomes in Section 6. It is also a guide to the assessment methods used to test your achievement of the intended learning outcomes. In order to meet the full intended learning outcomes of the course, you will be expected to study independently, participate in class discussions, ask for support in academic skills if required and engage with your personal tutors.

LMA is committed to an approach to teaching, learning and assessment which puts LMA's "student first" vision at the heart of your learning experience. You will engage in a broad range of different learning experiences throughout your studies, which are tailored to ensure you develop the appropriate set of skills, knowledge and understanding to flourish as a creative practitioner.

Our focus is on providing you with a set of learning experiences which enable you to expand your skills and knowledge through practical engagement with your subject. In addition we support your development as a critical and curious practitioner who possesses a range of analytical skills which equip you to interrogate your own approach to performance and the broader industry in which you are located.

The teaching you receive and the way in which you learn is supported by LMA's Teaching and Learning Delivery Framework. This is a set of guiding principles designed to ensure consistently high quality learning experiences and outcomes. Highly qualified and experienced tutors will build a culture of investment and communicate belief by applying their extensive skills and knowledge. Teaching and learning will be purposeful and focused on establishing good habits, etiquette and a caring culture. Learning outcomes will be made clear for each session and longer stretches of content. You will learn through interaction and dialogue with tutors and fellow students. High expectations will be established at the start of your learning journey and challenges made if not met.

All staff at LMA have a duty to achieve the highest standards of teaching and learning. Likewise, your subject leaders have a responsibility to monitor and evaluate teaching and learning to ensure high standards are maintained. We achieve this by supporting teaching staff through observing their practice on a regular basis.

The course is very practically focused and a lot of your time will be spent in a workshop and studio environment. Activities you will engage in include practical studio skills development sessions; rehearsals and performance showback sessions; workshop songwriting and development sessions ; technical and production skills workshops.

You will experience a range of different approaches to learning - sometimes you will be taking part in group sessions, where you will be learning to work and learn collaboratively with your peers. At other times you will be working in smaller groups or individually, depending on the topic and material featured within the module. You will be encouraged to provide feedback to your peers via showback sessions and you will develop skills that enable you to take part in constructive peer and self assessment of the task you are undertaking.

Games also makes use of Discord as an online platform for the delivery of some studio based teaching and learning sessions. In the Games Studio you will work individually at your own computer work station within module Discord streams enabling tutors to lead sessions and guide you through different technical processes via demonstrations and tasks that you undertake. You wear headphones to communicate with the tutor and they are able to view your workstation remotely and provide guidance and feedback on a one to one basis.

LMA also runs some modules using a blended learning approach. This means that some of your taught sessions will be delivered via online micro-lectures and these are complemented by practical workshops in which you practically explore some of the themes and topics that have been covered in your online session.

Outside of your timetabled sessions you will be expected to undertake a range of independent learning tasks. These vary and could include independent rehearsal and skills development; investigation of key background topics to inform discussion within the your

workshop sessions; or formative assessment preparation tasks which enable you to explore how you can approach the assessment brief you have been set. Information about independent learning activities are presented to you via LMA’s online learning environment “Google Classroom”.

All your teaching and learning sessions are constructed in a way that enables you to be able to clearly link the tasks you are undertaking with the overall learning outcomes of the module. You will have opportunities within the sessions to investigate the topics and activities you are required to undertake for your assessment and get feedback from both tutors and peers in order to enable you to prepare for the assessment tasks you will undertake.

### **Breakdown of teaching methods by percentage per level**

The following breakdown is a guide to how much time you will spend in timetabled sessions and how much time we expect you to undertake self guided study. As this is a practically focused course a high percentage of your learning is timetabled where you will be using LMA’s facilities such as games studios and drawing studios, or sometimes undertaking online tutor led study sessions. During these timetabled sessions, you will be engaging in guided learning where you will be working with your tutors or alternatively you will be undertaking guided collaborative learning activities with your peers. Outside of these timetabled sessions you will be expected to engage in a range of self directed study to support your modules and to prepare for assessments. This could include continuing technical drawing and software exercises; preparation for class; background reading; and research, preparation and constructing your assessment tasks.

| <b>Level 4</b>                            |     | <b>Level 5</b>                            |     | <b>Level 6</b>                            |     |
|---|-----|---|-----|---|-----|
| Timetabled Teaching & Learning Activities | 38% | Timetabled Teaching & Learning Activities | 36% | Timetabled Teaching & Learning Activities | 36% |
| Self-Study                                | 62% | Self-Study                                | 64% | Self-Study                                | 64% |

### **Course management and teaching staff**

On each campus the core activities of the course are managed by a team of full time academic staff who have high levels of academic teaching experience and substantial knowledge and experience of the Creative Industries. The core full time course teams are supported by a large number of sessional staff who have specific industry skills and specialisms, and who continue to work within the games industry either as freelance games designers and artists, producers or entrepreneurs. The sessional staff teach

specific modules that are related to their own industry specialist backgrounds and interests. This means that you will be taught by people who have a real passion for your subject and who can provide you with a range of insights into how the industry works and what you need to do to succeed in your career when you graduate from LMA.

At both the Liverpool and London campuses there is a Head of Department who oversees the day to day running of the course, and coordinates the activity of the staff teams, an Assistant Head of Department and Heads of Year.

You will be allocated a personal tutor who will meet with you for your academic reviews during the year and will be able to give ongoing support and professional advice throughout your studies at LMA.

## **Assessment strategy and methods**

All programmes delivered by LMA are structured in a similar way, enabling you to explore and demonstrate a breadth of skills, knowledge and understanding within your chosen Creative Industries discipline. This ethos is reflected in the approach taken with assessment which employs a wide range of methods which are tailored to preparing you for careers related to your selected discipline and the wider context of the Creative Industries. All assessment outcomes at programme and module level have been developed to clearly align with the UK Higher Education Quality Assurance Agency 2019 Art and Design Subject Benchmark statements and allow you to explore and demonstrate your skills and achievement in creative and imaginative ways. Relevant sections within the 2022 Computing Subject Benchmark document have also been reviewed to ensure that the technical elements of the course relate to the expectations of standards within these elements of the discipline.

A “scaffolded” and developmental approach is used across the courses, with formative assessment opportunities built into the teaching and learning delivery, allowing you to develop your skills and to gain feedback on different possible approaches and responses to material and topics you may wish to investigate. Formative assessment tasks are used to prepare you for the summative [graded] assessment tasks which count towards the grade you will receive for the module, and for you to learn how you can improve the grade you may be awarded. Assessment is designed in a way to enable you to learn from the experience of undertaking the brief rather than it simply being a task that is devised to check on what you can do. Therefore, when you receive feedback, we will ask you to reflect on the notes provided and to consider ways in which you can respond and use the information to inform your future development.

A wide range of summative assessment methods are used throughout BA (Hons) Digital Games Art. These are aligned to the three themes of “context”, “skills” and “create” which are built up through all the BA ((Hons)) programmes at LMA.

In the “context” strand you will undertake assignments in both written and spoken format which enable you to investigate all aspects of the games industry in which you will aspire

to work. You will explore how you can find your own niche or specialism within this industry and how you can promote this for career development and success. Methods of assessment you will encounter include poster presentations, comparative reviews of games products, recorded reviews and investigative reports.

The “skills” modules are assessed by practical demonstrations of your technical and creative skills and abilities, both via technical exercise assessments where you demonstrate your ability with specific software techniques and approaches, and also through creative briefs where you demonstrate your artistic skills in both 2D and 3D formats, using text and image to contextualise and comment on your creative development process. In some assessments you will be responding to set briefs that provide the parameters for your work, whilst in others you will be encouraged to identify and develop creative projects of your own choice. In addition production documentation and planning exercises are also used which require you to reflect and analyse your own skills and identify ways they can develop.

Finally, in the “create” modules, you are required to take part in the production of a range of different games artefacts and assets. For example, in the second year, you will work in a studio environment to develop a prototype game level to a set brief.. In your final year you are assessed both individually via the “Showcase” modules which allows you to demonstrate your proficiency and creativity as individual games artist, and also as a member of a games production team in the “Major Production” module where you develop an idea for an original game, pitch the concept to an industry panel, and then develop a “verticals slice” playable prototype of the game. All assessments are designed in an integrated way, judging both your subject specific skills and knowledge and broader essential transferable and academic skills which are essential to your future career development.

In addition, where appropriate, summative assessment methods are used which judge not only your final “product”, but also take into account the development journey that you have undergone. This approach has been selected because it is considered important that you are aware of and can evidence and demonstrate the process of skills and knowledge development within their creative discipline. This emphasis on process as well as product is considered essential to ensuring that LMA graduates are well rounded practitioners and lifelong learners who possess the skills and behaviours to sustain and develop their careers in the future.

## **Breakdown of assessment by percentage per level**

The following breakdown is an overview guide to the types of assessment you will experience on your course at each level. As outlined above, each module has its own specific set of assessment activities that enable you to demonstrate how you have met the particular learning outcomes related to the module. Every module and assessment you undertake makes a different contribution to the overall outcome you achieve at each level of the course. Therefore, the calculations we have used to create the percentages in the

overview below takes into account the credit rating of the module and the weighting of the different assessment types it contains.

To create the overview, we have allocated each assessment component to one of four different generic types of assessment. These are:

**Coursework Assessments:** These include written assessments such as reports, reviews and essays, alongside oral assessments such as presentations and audio reviews of Games products and artefacts.

**Reflective Assessments:** These include written assessments such as developing a plan to improve your skills as a games artist or developing a journal that documents your progress through the module and evaluates what you have learnt.

**Practical Technical Skills Assessments:** These include practical assessments where you are asked to demonstrate selected traditional or digital art techniques or show your understanding and implementation of stages of the games production process. It also covers the assessment of the broader practical skills that you develop during the course such as developing your own promotional website and showreel.

**Production Assessments:** These include practical production assessments where you demonstrate your ability to create and produce a range of games artefacts and products for a variety of formats both individually and working as part of a games studio team.

#### Breakdown of Assessment Types by Level for BA (Hons) Digital Games Art

| Level 4   |     | Level 5   |     | Level 6   |        |
|---|-----|---|-----|---|--------|
| Coursework Assessment - written or oral                         | 25% | Coursework Assessment - written or oral                         | 25% | Coursework Assessment - written or oral                         | 33.00% |
| Reflective Assessment - Evaluation, Plan, Journal, Blog or Vlog | 5%  | Reflective Assessment - Evaluation, Plan, Journal, Blog or Vlog | 15% | Reflective Assessment - Evaluation, Plan, Journal, Blog or Vlog | 5%     |
| Practical Skills Assessment - Exercises or Portfolio            | 50% | Practical Skills Assessment - Exercises or Portfolio            | 33% | Practical Skills Assessment - Exercises or Portfolio            | 28%    |
| Digital Art Artefacts/Products                                  | 20% | Digital Art Artefacts/Product                                   | 28% | Digital Art Artefacts/Product                                   | 34%    |

## **Alternative forms of assessment**

LMA aims to design and deliver innovative, industry facing and inclusive modes of assessment within our curriculum. If considered appropriate, students who have an established Learning Support Agreement or who have a documented long term injury that impacts on their practice, may be offered alternative approaches to assessment as an agreed reasonable adjustment. Where this is necessary, the Student support team will work with the Head of Department and a designated member of LMA's Senior Leadership team on a case by case basis to agree appropriate alternatives.

## **Ethical approval of research**

All research and other relevant academic activities conducted within and outside the University by students at LMA should comply with the organisation's Research Ethics policies and processes prior to its commencement. This will include, but is not limited to, all research involving human or other living participants, all industry live projects and all experiments, investigations and procedures involving human or other living participants, or data relating to such living entities.

### **8. Relationship to other courses and awards**

Some courses share modules or have other connections to other courses. This is a guide to whether this is applicable for your course.

As outlined in Section 3 above, LMA's undergraduate courses share a common ethos and structure, based around the themes of Context, Skills and Create. At Level 6, all LMA students undertake two common modules - "Industry Investigation" and "Promotional Portfolio". In your final year this enables you to undertake a detailed investigation into a topic of your own choice within the Creative Industries, and to also reflect on your career aspirations and build a portfolio of materials to support your career as you move towards graduation.

Once you have completed your undergraduate course with LMA, you have the opportunity to progress onto one of LMA's Creative Practice MA programmes. These courses are designed to deepen your understanding and practical experience of your chosen subject area, alongside building a range of entrepreneurial skills to enable you to flourish as a creative practitioner.

## 9. Student support

LMA is committed to supporting you throughout your course. One of the five core statements within our LMA Way Vision statement is that we are an organisation who is “Student First”. As part of this approach we aim to provide you with a wide range of support facilities that are designed to create an environment which nurtures and helps you to succeed. We recognise that sometimes you may require some assistance and support and we provide a number of different ways in which you can access help and guidance.

This support is available throughout your student journey at LMA. It starts from the moment you apply to us, through your time on the course, on to alumni events after you graduate.

### **Pre-Arrival and Induction**

Students at LMA come from a diverse range of backgrounds and educational experiences. To support all students moving into University level study, LMA uses a process of “spiral induction”, which begins as soon as you have accepted your place and continues throughout the first semester of study. This approach provides a scaffolded and structured transition into HE, ensuring that you are supported throughout, and are introduced to the different aspects of University level study in a considered and planned way. Activities which you will be invited to participate in include:

- Pre-arrival “meet your tutors” online and face to face welcome sessions
- Pre-arrival “meet the students” online and face to face peer session where you get the chance to network and ask questions with current students on the course
- Online Pre-arrival “meet your student support team” and “settling down on your course” sessions for new students
- Multiple invitations to on campus visits, orientation days and settling in dates
- “What to Expect and what to bring with you” information provided for all students in a range of formats
- Invitations to join the Digital Games Art new student social media groups which are moderated by LMA staff
- Welcome pack which includes a QR with welcome videos from course teams, LMA Hoodie, LMA personalised water bottle along with induction information
- A range of Welcome Week activities including institutional and campus induction and orientation; new student “meet your course team and L5 and L6 student”, events; programme level social events; “exploring your course” sessions; introduction to student support services, including virtual support via the LMA App

Throughout the first semester there are also on-going “induction” sessions embedded into the delivery of the Core module “Studying Digital Games Art”, led by your tutors. These



sessions cover topics such as “understanding “Uni-Speak””; “understanding your student handbook”; “how to use the online media resources, in Google Classroom”;

### **Academic Personal Tutors**

All LMA students are allocated a Personal Academic Tutor [PAT] whose role is to provide academic guidance and support throughout your study, and to signpost you to the diverse range of additional academic and pastoral support mechanisms that are available. From the beginning of your studies, you will be introduced to your personal tutor and you are made aware that the role of the PAT is to provide “first contact” academic support. You will be shown how this system links into the context of the broader set of support arrangements which are provided.

You will engage formally with your personal tutor via your twice yearly “student review” meetings. These “touchpoint” structured sessions are intended as “reflect and review sessions” and are aligned with the start of each semester. In addition, you can continue to request additional one to one slots during the tutor’s advertised office hours. Bookings for these sessions can be made via the student LMA app and can be conducted face to face or via online meetings.

### **Student Pastoral / Financial Support, Advice and Guidance**

Support and guidance for students relating to areas such as finance or health and wellbeing is provided by the LMA Student Support Team which comprises both Student Engagement and Student Services. You can contact the team via the enquiry and booking system provided on the LMA App, or by phone or email. You can book individual sessions with the team, and they are also able to signpost individuals to a range of external agencies and professional support services who can offer specialist support, tailored to your individual requirements. Online advice and support relating to a range of topics is also made available via the LMA App and also in the Student Hub area within Google Classroom.

### **Careers and Employability Support and Guidance**

The curriculum within all LMA programmes is constructed to allow you to explore and engage with the diverse range of future career opportunities that are opened up by achieving a Creative Industries degree. Guest speakers and directors, masterclasses, visits to performances and venues are all embedded within the Digital Games Art programme, alongside employability skills development and focussed guidance around personal and professional opportunities.

Additional opportunities for you to gain employability skills and to volunteer, are also highlighted during induction, welcome week and throughout the academic year and you are encouraged to engage fully with the opportunities which are on offer. Whilst employability is supported through curriculum, there is a recognition that workplace learning is also vital and tutors endeavour to promote any career enhancing activities which are available to students.

## **Disability Support**

All students who declare a disability or additional learning needs during the admissions process are contacted by the LMA Student Support team to discuss the support that is required, and to advise about how to apply for Disabled Student Allowance. The team will also provide advice about how you can contact a recognised Disability Support Assessment Centre in order to get the appropriate assessment undertaken to enable you to apply for DSA. If your disability or learning differences are judged to require adjustments within the teaching and learning environment or assessment, the Student Support team will work with you and your Head of Department to develop an agreed Learning Support Agreement that outlines the support you may require and the agreed adjustments that can be made to the teaching and learning environment and the activities you undertake and also any adjustments to assessments.

## **The LMA Community, Student Clubs and Societies**

From the moment that you apply to study with us, LMA aims to ensure that you are part of a community - "the LMA Family". Staff from LMA's student engagement team are based at both campuses and coordinate a range of extra-curricular activities and events designed to make you feel welcome and supported. LMA is committed to being an inclusive organisation that celebrates the diversity of the students who study with us. Activities offered by the student engagement team are designed to reflect and support this inclusive ethos. We support different groups within our community with dedicated activities that celebrate and highlight their achievements and raise awareness about issues that may affect them.

The student engagement team can also support you to set up and run your own clubs and societies which reflect your own areas of interest. You are encouraged to join existing societies, or set up your own and develop a programme of activities related to the theme of the society.

LMA Extra are free extra curricular classes and activities that are delivered by tutors in order for students to enhance skills, learn new skills, create a community beyond their course and make new friends.

## **10. Learning support facilities**

As a BA (Hons) Digital Games Art student you have access to a comprehensive range of subject specific facilities alongside the general learning and teaching facilities which are available to all students.

### **Subject Specific Facilities**

As a student on the BA (Hons) Digital Games Art course on both campuses you will use a broad set of facilities including dedicated Games studios and Creative Media suites that

contain industry standard PC's equipped with a range of hardware and software specifically tailored for games students. We teach our Games studio sessions using Discord as the delivery platform which enables you to interact with your tutor and receive one to one feedback on your work, alongside also being able to collaborate with your fellow students online in dedicated course and module streams. You also have access to specialist drawing tablets that support the development of your digital art skills. Software available includes Unreal Engine, Adobe Creative Suite, Maya, and specialist digital art programmes such as Zbrush. Developing your traditional drawing and painting skills is also crucial to your success, so there are specialist drawing and painting rooms equipped with easels and lighting to support the delivery of still and life drawing sessions.

### **Campus Facilities**

Both LMA London and Liverpool Campus are fully equipped with professional facilities. Both campuses have professional sprung floored dance studios, singing studios and acting studios to support performing arts subjects. Music has professional rehearsal rooms equipped for silent rehearsals / in ear monitoring, 32 track professional recording studios, creative suites equipped with Midi Keyboards and industry software and a 200 capacity performance space. Creative Media subjects have fully equipped Apple Mac and PC suites that facilitate a number of different softwares, fully purposed professional film studios including a full LED studio and hardware to support the creative journey. Students have access to bookable creative suites for study, research and extra work. All LMA additional facilities are booked via the LMA app through a facility called Cheqroom. All students have access to free WiFi across the whole campus.

### **Virtual Learning Environment**

Your learning is supported by LMA's virtual learning environment Google Classroom. Google classroom is part of a suite of Google learning software which all LMA students are able to access. Google Classroom provides support for your course and all of your modules. All students are given an LMA email address and you access Google classroom via your email log in. When you access your emails, you will discover invitations to your Course Google Classroom area, and also to each of the modules you are taking in your current year of study. You need to accept the e-invitations to the course and modules area, and then you will be able to access a wide range of information and materials relating to each aspect of your course. Each module site contains information about the curriculum and the teaching for the module; links to additional reading and support materials on a range of topics; details about the assessment tasks for the module, and your module briefs. Google Classroom is also the site which you use to submit all your coursework assessment assignments. Your tutors will also use Google Classroom to communicate information about the day to day running of the modules and to provide updates about additional material you may wish to look at.

Also, if your module contains some online teaching sessions, the links to the online platform will be found in Google Classroom, alongside instructions on how to access the site.

Google Classroom also gives you access to a broad range of study and student support materials. The LMA student engagement and support team operate the “Student Hub” resource site from Google Classroom, and here you can find information on topics ranging from how to use the Harvard referencing system through to time management and stress relief apps that can support your assessment preparation.

### **Online Library and Learning Resources:**

LMA has a “digital first” approach to library and study skills resources. LMA subscribes to several different external online resources which you access via Google Classroom. These include a diverse range of online academic e-books relating to your specialist area of study, and also a range of study support materials and tutorials. During induction you will receive clear instructions as to how you can access these using your LMA email account.

### **Additional Academic Study Skills Support**

Additional study skills support is made available to students via a range of methods. Generic “How to ....” sessions are offered to all students at set points during the academic year and are offered both as drop in face to face clinics and also online. These sessions are publicised to students via the LMA App, and students are required to book attendance in advance. The LMA App also contains links to a range of different online resources to support students with specific aspects of study skills such as referencing or essay planning. Material is also available within the Student Hub area in Google Classroom

### **Accessing Campus Facilities**

If you have any particular concerns about accessing aspects of the facilities at LMA, please contact the Student Support team who will be able to provide advice.

## **11. Opportunities for personal development planning**

### **Careers, Enterprise and Industry**

LMA has embedded a range of career building activities throughout your curriculum. You will graduate from your course with specialist digital and games art skills alongside a broad understanding and awareness of the creative industries. In your final year you will create your own industry standard portfolio which you can use to promote your talents, alongside the promotional assets such as promotional assets, images, website, CV, self branding etc. which you build during the Promotional Portfolio module.

During your final year you will also have the opportunity to take part in a Games Art showcase event held in an external venue. Industry contacts such as Games companies and freelancers will be invited to the event. These events are designed to bring you into formal contact with a range of potential employers who are interested in meeting the next generation of talent. Annually, LMA also organises a large careers fair and industry engagement event which all LMA students are invited to attend. This brings together a broad range of employers and industry specialists from across the creative sectors both nationally and internationally..

In addition to the career elements with your curriculum, LMA also organises a range of opportunities throughout the year for you to engage with industry professionals and gain further insight into career trends and routes. External speaker programmes run at different points in the year, allowing you to listen to professionals talking about their career trajectory, the opportunities they have encountered and also providing advice and guidance about how you can succeed within your chosen profession. LMA also organises a series of networking events throughout the year to enable you to mix with students from other courses who are looking for potential collaborators for projects both within LMA and externally. For example, you may get into conversation with a musician who is looking for an illustrator to create online promotional materials to brand and promote their band, or a film student who requires graphics designing for the credits sequence of their film. LMA alumni are also invited to some networking sessions, and you will have the opportunity to learn about how the first few years of their careers have progressed and also to potentially hear about hiring opportunities that are coming up in the companies with which they are involved.

After you have graduated, LMA likes to keep in touch with you, and shares information about creative industry job opportunities with alumni. The LMA student experience team organises a series of networking days for alumni to keep connected to LMA's contacts and opportunities. Alumni are invited to Industry festivals and Q&A sessions. Additionally, alumni are invited to take part in guest speaking sessions with students to provide aspiration and motivation. Alumni data is periodically collected in order for LMA to track progression and destination data.

### **Extra curricular activities**

LMA offers you the opportunity to take part in a range of extracurricular activities organised by your academic course team and the LMA student experience team. This includes a range of guest speakers from industry, networking events where you can interact with students from other courses and get opportunities to build cross departmental collaborations; and Open Mic events where you can showcase your talents to other students at LMA. The LMA Student Engagement team also liaise with external organisations to provide reduced price admission to a range of creative industries events which are advertised on the LMA App.

## **12. Admissions Information**

Details of current entry requirements can be found in the LMA Admissions Policy on our website: <https://lma.ac.uk/policiesandregulations/>

## **13. Visas and immigration**

Currently LMA does not hold a Tier IV licence and therefore students who require a visa to study in the UK cannot be admitted to LMA courses.

## **14. Assessment and progression regulations**

You will be assessed on how well you are achieving the intended learning outcomes at different stages throughout your time of study at LMA. This will include a variety of methods as described under Section 6 above.

In order to continue with your studies, there are minimum requirements to be met to be able to progress to the next level of your course. The current progression regulations are published within the Academic Regulations on our website at the link below. These are subject to review and amendment each year. We will let you know if there are any major changes to the regulations that may affect you.

<https://lma.ac.uk/policiesandregulations/>

You will be provided with guidelines on what you need to achieve in each assessment to ensure you receive a good mark.

## **15. Awards criteria**

To complete your course, you will need to achieve 360 credits for an undergraduate degree.

You must also meet the requirements of any specific regulations as stated under the Assessment and progression regulations.

For further details on award requirements, please see the Academic Regulations , available on our validating partner's website <https://www.regents.ac.uk/policies>. The

regulations are subject to review and amendment each year. We will let you know if there are any major changes to the regulations that may affect you.

## **16. Methods for evaluating and improving the quality and standards of teaching and learning**

All quality assurance policies and procedures are found in the Regent's University Academic Regulations which govern LMA's delivery and management of your course. The current versions are available at the link below. The regulations are subject to review and amendment each year. We will let you know if there are any major changes to the regulations that may affect you: <https://www.regents.ac.uk/policies>

LMA works together with its validating partner Regent's University London to operate a number of institutional processes for ensuring and enhancing its academic quality standards. These include: course (re)validations, course modifications, course monitoring, student feedback systems and external examining.

### *Course (re)validations*

LMA and Regent's University have a formal process to approve a new course or reapprove an existing course of study. This involves a panel of academics from within and outside Regent's to ensure that your course is of appropriate academic standard and of a high quality.

### *Course modifications*

We listen to your feedback and make changes to your course as appropriate. You will be consulted on any significant changes to your course which may affect the outcomes of your study. All changes to courses or modules are subject to approval through LMA and Regent's academic governance structures.

### *Course monitoring*

In order to ensure our courses continue to meet their academic and professional aims and objectives, Heads of Departments are required to prepare an annual monitoring report (AMR). The reports include module feedback as well as external examiner reports and responses. They are reviewed at content area and institutional level.

### *Student feedback systems*

Students play a key role in the University's processes for enhancing the quality of our educational provision and the broader student experience. There are multiple ways for you to provide feedback on your experiences at module level (e.g., through questionnaires), course level (through course leaders), through Staff Student Liaison Committees. Student representatives are elected and sit on institutional committees such as Academic

Committee. Final-year undergraduate students (Level 6) are invited to take part in the National Student Survey (NSS).

*External examiner reports*

External examiners ensure that LMA's standards and quality processes are appropriate and are of a standard comparable to those of other higher education institutions in the UK. There are two types of external examiners. One reviews subject level assessment and the other reviews institutional level processes and attends the progression and finalist boards.

An annual external examiner report is produced at the end of every academic year at levels 5, 6 and 7. These are made available to students, normally through the AMRs.



## 17. Curriculum map

The following table indicates which modules assume responsibility for delivering the learning outcomes detailed in Section 6.

| Level | Module Title                | LMA LO1 | LMA LO2 | LMA LO3 | LMA LO4 | LMA LO5 | LMA LO6 | LMA LO7 | LMA LO8 | LMA LO9 | LMA LO10 |
|-------|-----------------------------|---------|---------|---------|---------|---------|---------|---------|---------|---------|----------|
| 4     | Studying the Games Industry |         |         |         |         | X       | X       | X       | X       | X       |          |
|       | Digital Art Skills          |         |         | X       | X       | X       | X       | X       |         |         | X        |
|       | Traditional Art Skills      |         | X       |         | X       |         |         | X       | X       |         |          |
|       | Games Art Production        | X       |         | X       | X       |         |         | X       | X       |         |          |

| Level | Module Title                  | LMA LO1 | LMA LO2 | LMA LO3 | LMA LO4 | LMA LO5 | LMA LO6 | LMA LO7 | LMA LO8 | LMA LO9 | LMA LO10 |
|-------|-------------------------------|---------|---------|---------|---------|---------|---------|---------|---------|---------|----------|
| 5     | Exploring the Games Industry  |         |         |         | X       |         | X       |         | X       | X       | X        |
|       | 3D Game Development           |         | X       |         | X       |         | X       |         | X       |         |          |
|       | Advanced Digital Art Skills   |         | X       |         | X       | X       | X       |         |         | X       |          |
|       | Advanced Games Art Production | X       | X       | X       |         |         |         | X       | X       |         |          |

| <b>Level</b> | <b>Module Title</b>       | <b>LMA<br/>LO1</b> | <b>LMA<br/>LO2</b> | <b>LMA<br/>LO3</b> | <b>LMA<br/>LO4</b> | <b>LMA<br/>LO5</b> | <b>LMA<br/>LO6</b> | <b>LMA<br/>LO7</b> | <b>LMA<br/>LO8</b> | <b>LMA<br/>LO9</b> | <b>LMA<br/>LO10</b> |
|--------------|---------------------------|--------------------|--------------------|--------------------|--------------------|--------------------|--------------------|--------------------|--------------------|--------------------|---------------------|
| <b>6</b>     | Industry Investigation    |                    |                    |                    | X                  | X                  |                    | X                  |                    | X                  |                     |
|              | Games Art Showcase        |                    |                    | X                  | X                  | X                  |                    |                    | X                  |                    |                     |
|              | Promotional Portfolio     |                    |                    | X                  |                    | X                  | X                  |                    |                    |                    |                     |
|              | Major Game Art Production | X                  | X                  |                    | X                  | X                  |                    | X                  | X                  |                    | X                   |

## APPENDIX 1 - MAPPING OF REGENT'S OVERARCHING COURSE OUTCOMES TO LMA'S OVERARCHING COURSE OUTCOMES

| Level 4 Learning Outcomes |   |
|---------------------------|---|
| RLO 1                     | <p><b>Collaboration:</b><br/>Explore collaboration and networking opportunities to generate ideas for given situations.</p>   |
| LMAO1                     | <p>In the context of the LMA Undergraduate courses this means, on completion of L4, you will be able to:</p> <ul style="list-style-type: none"> <li>• Explore how you can effectively network and collaborate as part of a team to generate ideas and opportunities within creative projects</li> </ul>   |
| RLO 2                     | <p><b>Innovation:</b><br/>Define and compare value propositions, combining curiosity and creativity.</p>  |
| LMAO2                     | <p>In the context of the LMA Undergraduate courses this means, on completion of L4, you will be able to:</p> <ul style="list-style-type: none"> <li>• Identify where innovation has occurred in creative practice and explore how these different ideas and approaches can be used to inform your own creative thinking and practice</li> </ul> |
| RLO 3                     | <p><b>Professional Development:</b><br/>Identify opportunities for your learning and your personal and professional development</p>   |
| LMAO3                     | <p>In the context of the LMA Undergraduate courses this means, on completion of L4, you will be able to:</p> <ul style="list-style-type: none"> <li>• Identify opportunities as to how you can enhance your understanding of creative practice and how you can develop as a practitioner.</li> </ul>  |
| RLO 4                     | <p><b>Decision-making:</b><br/>Investigate and contrast different ideas, including your own, to inform decision making</p>  |
| LMAO4                     | <p>In the context of the LMA Undergraduate courses this means, on completion of L4, you will be able to:</p>  |

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|       | <ul style="list-style-type: none"> <li>Investigate different ideas and approaches, including your own, and use problem solving skills to make decisions within your creative practice.</li> </ul>  |
| RLO 5 | <p><b>Communication:</b><br/>Communicate your arguments/reasoning, orally and/or in writing in multicultural and/or international settings within familiar and well-defined contexts</p>   |
| LMAO5 | <p>In the context of the LMA Undergraduate courses this means, on completion of L4, you will be able to:</p> <ul style="list-style-type: none"> <li>Use creative and traditional mediums to communicate to audiences from a disparate range of backgrounds</li> </ul>  |
| RLO 6 | <p><b>Digital Data and Tools:</b><br/>Use digital tools and data in familiar and well-defined contexts</p>   |
| LMAO6 | <p>In the context of the LMA Undergraduate courses this means, on completion of L4, you will be able to:</p> <ul style="list-style-type: none"> <li>Use a range of digital tools, software and approaches to data analysis within specific and defined contexts within your chosen creative industries subject specialism</li> </ul> |
| RLO 7 | <p><b>Discipline Knowledge:</b><br/>Explain theories, concepts and facts in your field of study relevant to the task</p>   |
| LMAO7 | <p>In the context of the LMA Undergraduate courses this means, on completion of L4, you will be able to:</p> <ul style="list-style-type: none"> <li>Explain theories, concepts, and facts from debates within the creative industries in both theoretical and practical contexts</li> </ul>  |
| RLO 8 | <p><b>Discipline Skills:</b><br/>Use established discipline-specific knowledge, techniques and tools for practical purposes</p>  |
| LMAO8 | <p>In the context of the LMA Undergraduate courses this means, on completion of L4, you will be able to:</p>   |

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|        | <ul style="list-style-type: none"> <li>Use the specific knowledge, techniques and skills relevant to your specific creative subject specialism, demonstrating basic technical proficiency and competency</li> </ul>  |
| RLO 9  | <p><b>Interdisciplinary Perspectives:</b><br/>Identify and contrast perspectives from different disciplines in given scenarios</p>   |
| LMAO9  | <p>In the context of the LMA Undergraduate courses this means, on completion of L4, you will be able to:</p> <ul style="list-style-type: none"> <li>Identify and contrast different interdisciplinary perspectives which can be used in both your background research and creative practice</li> </ul> |
| RLO 10 | <p><b>Human and Environmental Impact:</b><br/>Explore the impact of human activity on people and on the environment.</p>   |
| LMAO10 | <p>In the context of the LMA Undergraduate courses this means, on completion of L4, you will be able to:</p> <ul style="list-style-type: none"> <li>Explore the ethical and sustainable considerations and concerns that arise within different aspects of creative practice</li> </ul>                |

| <b>Level 5 Learning Outcomes</b> |  |
|----------------------------------|--|
| RLO 1                            | <p><b>Collaboration</b><br/>Collaborate and use appropriate networks to solve challenges</p>   |
| LMAO1                            | <p>In the context of the LMA Undergraduate courses this means, on completion of L5, you will be able to:</p> <ul style="list-style-type: none"> <li>Collaborate and network within the Creative Industries, and work as an effective team member team to address challenges generated within creative projects and enterprises</li> </ul>                          |
| RLO 2                            | <p><b>Innovation:</b><br/>Analyse and develop value propositions, combining curiosity and creativity.</p>  |
| LMAO2                            | <p>In the context of the LMA Undergraduate courses this means, on completion of L5, you will be able to:</p> <ul style="list-style-type: none"> <li>Recognise and Investigate alternative ideas, methods and skills that can be applied within your subject specialism and test out how these can be used effectively to develop your creative practice</li> </ul> |

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| RLO 3 | <b>Professional Development:</b><br>Develop a plan for your professional development   |
| LMAO3 | In the context of the LMA Undergraduate courses this means, on completion of L5, you will be able to: <ul style="list-style-type: none"> <li>• Develop a plan for your professional development, demonstrating an understanding of your own current strengths and areas for growth and enhancement as a creative practitioner.</li> </ul>                |
| RLO 4 | <b>Decision-making:</b><br>Analyse and reflect on different ideas, including your own, to inform decision making   |
| LMAO4 | In the context of the LMA Undergraduate courses this means, on completion of L5, you will be able to: <ul style="list-style-type: none"> <li>• Analyse and reflect on different ideas and approaches and use problem-solving and critical thinking skills to make decisions within your creative practice</li> </ul>                                     |
| RLO 5 | <b>Communication:</b><br>Communicate <i>effectively</i> both orally and/or in writing in multicultural and/or international settings within unfamiliar and well-defined contexts   |
| LMAO5 | In the context of the LMA Undergraduate courses this means, on completion of L5, you will be able to: <ul style="list-style-type: none"> <li>• Use a variety of creative and traditional mediums to communicate effectively to audiences from a disparate range of backgrounds</li> </ul>  |
| RLO 6 | <b>Digital Data and Tools:</b><br>Analyse and use digital tools and data responsibly in unfamiliar, well-defined contexts  |
| LMAO6 | In the context of the LMA Undergraduate courses this means, on completion of L5, you will be able to: <ul style="list-style-type: none"> <li>• Analyse and use a range of digital tools, software and approaches to data analysis demonstrating your understanding of how they can be used within your creative industries subject specialism</li> </ul> |
| RLO 7 | <b>Discipline Knowledge:</b><br>Examine and apply theories, concepts and facts in your field of study relevant to the task   |

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| LMA07  | <p>In the context of the LMA Undergraduate courses this means, on completion of L5, you will be able to:</p> <ul style="list-style-type: none"> <li>• Examine and apply theories, concepts, and facts from debates within the creative industries in both theoretical and practical contexts</li> </ul>  |
| RLO 8  | <p><b>Discipline Skills:</b><br/>Employ discipline-specific knowledge, techniques and tools for practical purposes</p>   |
| LMA08  | <p>In the context of the LMA Undergraduate courses this means, on completion of L5, you will be able to:</p> <ul style="list-style-type: none"> <li>• Employ a range of discipline specific knowledge, techniques and skills relevant to your specific creative subject specialism, demonstrating an intermediate level of technical proficiency and competency</li> </ul> |
| RLO 9  | <p><b>Interdisciplinary Perspectives:</b><br/>Investigate and apply perspectives from different disciplines in multifaceted scenarios</p>  |
| LMA09  | <p>In the context of the LMA Undergraduate courses this means, on completion of L5, you will be able to:</p> <ul style="list-style-type: none"> <li>• Investigate and apply different interdisciplinary perspectives in both your background research and your creative practice</li> </ul>  |
| RLO 10 | <p><b>Human and Environmental Impact:</b><br/>Analyse the impact of human activity on people and on the environment.</p>   |
| LMA010 | <p>In the context of the LMA Undergraduate courses this means, on completion of L5, you will be able to:</p> <ul style="list-style-type: none"> <li>• Analyse the ethical and sustainable considerations and concerns that arise within different aspects of creative practice</li> </ul>  |

| Level 6 Learning Outcomes |   |
|---------------------------|---|
| RLO 1                     | <p><b>Collaboration:</b><br/>Collaborate and build networks to solve challenges in complex settings</p> |
| LMA01                     |   |

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|-------|---|
|       | <p>In the context of the LMA Undergraduate courses this means, on completion of L6, you will be able to:</p> <ul style="list-style-type: none"> <li>• Collaborate and build networks and activities within the Creative Industries, developing effective team responses to complex challenges generated within creative projects and enterprises</li> </ul>               |
| RLO 2 | <p><b>Innovation:</b><br/>Create and implement value propositions, combining intellectual curiosity and creativity</p>  |
| LMAO2 | <p>In the context of the LMA Undergraduate courses this means, on completion of L6, you will be able to:</p> <ul style="list-style-type: none"> <li>• Implement alternative approaches to creative practice, testing and pushing artistic and discipline boundaries in order to create new work within your selected area of creative practice.</li> </ul>                |
| RLO 3 | <p><b>Professional Development:</b><br/>Articulate a plan which encompasses opportunities for your professional development</p>   |
| LMAO3 | <p>In the context of the LMA Undergraduate courses this means, on completion of L6, you will be able to:</p> <ul style="list-style-type: none"> <li>• Articulate a clear vision of your personal creative identity and outline plans for professional development, demonstrating an understanding of current industry trends and opportunities.</li> </ul>                |
| RLO 4 | <p><b>Decision-making:</b><br/>Formulate informed decisions using critical and reflexive thinking</p>   |
| LMAO4 | <p>In the context of the LMA Undergraduate courses this means, on completion of L6, you will be able to:</p> <ul style="list-style-type: none"> <li>• Exhibit informed decision-making within creative practice, showcasing problem-solving skills, self reflection and the ability to use critical thinking to overcome challenges within diverse situations.</li> </ul> |
| RLO 5 | <p><b>Communication:</b><br/>Communicate <i>effectively</i> both orally and in writing in multicultural and/or international settings.</p>  |
| LMAO5 | <p>In the context of the LMA Undergraduate courses this means, on completion of L6, you will be able to:</p>  |



|                    |   |
|--------------------|---|
|                    | <ul style="list-style-type: none"> <li>• Use a variety of creative and traditional mediums to communicate effectively to diverse audiences from a disparate range of backgrounds</li> </ul>   |
| RLO 6<br><br>LMAO6 | <p><b>Digital Data and Tools:</b><br/>Appraise and utilise digital tools and data in your professional and social contexts.</p> <p>In the context of the LMA Undergraduate courses this means, on completion of L6, you will be able to:</p> <ul style="list-style-type: none"> <li>• Appraise and utilise a range of digital tools, software and approaches to data analysis demonstrating your informed understanding of their application within the Creative Industries sector and their wider use.</li> </ul>  |
| RLO 7<br><br>LMAO7 | <p><b>Discipline Knowledge:</b><br/>Critique and synthesise theories, concepts and facts in your field of study relevant to the task</p> <p>In the context of the LMA Undergraduate courses this means, on completion of L6, you will be able to:</p> <ul style="list-style-type: none"> <li>• Critique and synthesise theories, concepts, and facts from debates within the creative industries in both theoretical and practical contexts</li> </ul>  |
| RLO 8<br><br>LMAO8 | <p><b>Discipline Skills:</b><br/>Combine and employ a wide range of discipline-specific knowledge, techniques and tools for practical purposes</p> <p>In the context of the LMA Undergraduate courses this means, on completion of L6, you will be able to:</p> <ul style="list-style-type: none"> <li>• Combine and employ a wide range of discipline specific knowledge, techniques and skills relevant to your specific creative subject specialism, demonstrating an appropriate graduate entry level of technical proficiency and competency.</li> </ul> |
| RLO 9<br><br>LMAO9 | <p><b>Interdisciplinary Perspectives:</b><br/>Integrate perspectives from different disciplines in multifaceted scenarios</p> <p>In the context of the LMA Undergraduate courses this means, on completion of L6, you will be able to:</p>  |

|        |   |
|--------|---|
|        | <ul style="list-style-type: none"> <li>• integrate different interdisciplinary perspectives in both your background research and creative practice</li> </ul>   |
| RLO 10 | <p><b>Human and Environmental Impact:</b><br/>Evaluate the impact of human activity, including your own, on people and on the environment</p>   |
| LMAO10 | <p>In the context of the LMA Undergraduate courses this means, on completion of L6, you will be able to:</p> <ul style="list-style-type: none"> <li>• Evaluate the ethical and sustainable considerations and concerns that arise within different aspects of your own creative practice and in the broader world of the creative industries</li> </ul> |