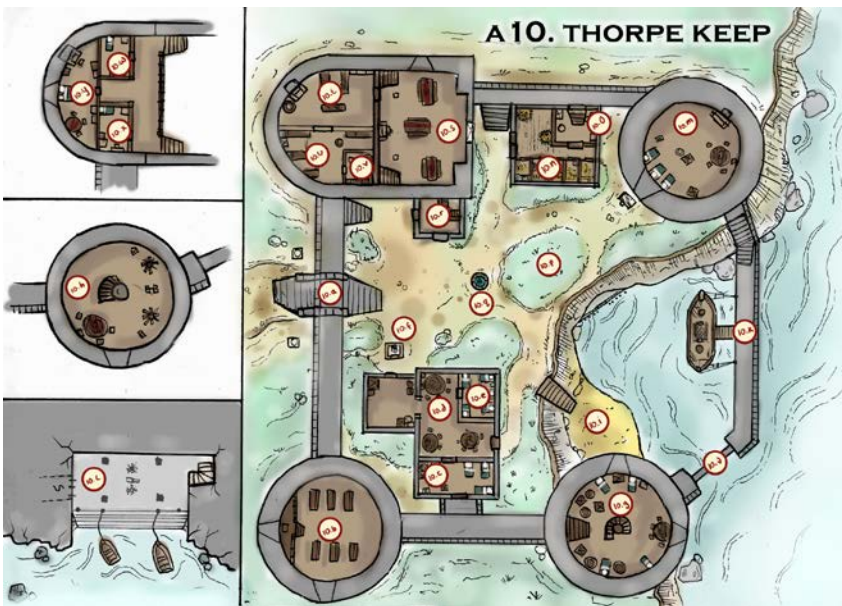




HIGHER EDUCATION

FD Computer Games

PROGRAMME HANDBOOK 2018/19



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1 Welcome

1.1 Welcome from the Principal



I am delighted to have this opportunity to welcome you and thank you for choosing to study a Higher Education course with us.

Our provision continues to be commended externally. In a recent HE inspection, carried out by the Higher Education Quality Assurance Agency in May 2016 (The QAA inspects all Universities and colleges) the high quality of our HE programmes was confirmed and it was noted that our approach to supporting and facilitating scholarly activity and the implementation of our new Virtual Learning Environment were areas of good practice.

We regularly seek the views of our students on the quality of their courses and use this information to make improvements. Student satisfaction is consistently high, with students commenting on the level of support provided and the quality of feedback they receive on their work.

At Leeds City College we know that the whole HE experience is at the heart of student success. That's why, in addition to the actual teaching and learning experience, our campuses have a friendly, supportive atmosphere and we offer a range of support services which cater for individual needs.

We hope you enjoy your time with us.

A handwritten signature in black ink that reads "Colin Booth". The signature is written in a cursive, flowing style.

Colin Booth
Chief Executive & Principal

1.2 Welcome from the course team

Welcome to the School of Creative Arts and in particular the FD Computer Games Course.

This handbook provides you with information about your FD Computer Games course (which is validated by The Open University), the school, your responsibilities as a student, support available to you, in addition to information about assessment and other regulatory issues.

Now that you have enrolled, our aim is to offer you all possible help and support to enable you to gain the qualification, prepare you to be successful in the Games Industry and also for progression onto a BA (Hons) Degree top-up course if that is your choice.

The team is looking forward to meeting you and hopes that your time in Leeds is both enjoyable and successful.

Best wishes to you in your future studies.

Tim Balmforth
Programme Manager
FD Computer Games

1.3 Which School is my course in?

Your Course is part of the Creative Arts Higher Education School

We deliver a range of courses at both FE and HE level. Your peers at HE level also consist of art, dance and performance studying at both Foundation Degree in and BA Hons level, which allows you to work in an interdisciplinary manner and collaborate if you choose. As part of your experience, you have the opportunity to get involved in other aspects of the department, and because of this, we hope that we are able to provide a creative environment for you to thrive in.

There is a full HE creative Arts structure in section **3.2 Who is going to teach me?**

1.4 What facilities are available?

As a Foundation Degree in Computer Games student, you will have access to:

- HE Work Spaces containing a suite of High Spec PCs
- Teaching rooms containing High Spec PCs & High Spec Laptops
- Industry Standard Software Application
- Student study areas
- VR Suites
- Access to Large Monitor Tablets

1.5 What can I do once I graduate?

On successful completion of the Foundation degree in Computer Games, you may wish to continue to do the top-up year at level 6 at receive a BA(Hons) qualification. If this is not what you would like to do, the course has been created to best prepare you to enter the industry in which there are many avenues you might want to explore depending on your interests. If you are serious about setting up as an independent games company or working as a freelancer the course will equip you with the relevant skills.

Many of the skills taught are transferrable and can be utilised throughout many industries such as Film, Marketing, TV, Graphic Design, Engineering, CAD, 3D Printing etc.

2 About your course

2.1 Welcome to the course

The course provides you with the technical skills of computer games that will enable you to achieve the work you want in varied situations. It is essential that you know your equipment and can apply the relevant tool to the task. This must be paired with a contextual and historical understanding of computer games so you know why you are working in a particular manner. The final facet of your learning is the application of this knowledge to industry-based situations, which will be experienced through live-briefs and work placements.

2.2 Aims of the course

- Provide a challenging high quality vocational program in computer games, including core and specialist modules, which facilitate access and progression for a wide range of students from diverse backgrounds.
- Offer a robust and vocationally relevant foundation degree in computer games that will allow students to develop their interests personally and professionally.
- Develop graduates who have the ability to reflect and learn from their workplace experience in the computer games industry and relate this experience to relevant theory and practical projects.
- Develop graduates who have a balance between subject specific skills (expressive, creative, technical) and transferable skills (communication, teamwork, project management) which are key to being employable in the computer games industry.
- Develop graduates who have an analytical and reflective understanding of computer games in the context of the workplace today and in relation to the wider social and cultural environment.

2.3 Course Learning Outcomes

	Knowledge and Understanding
A1	Critically review and select from wider research methods to inform decision-making and then apply to games processes
A2	Demonstrate a detailed understanding of aspects of art practice by critically analysing a variety of ideas, contexts and frameworks. Apply knowledge to a range of games situations
A3	Explore inherent issues in the creative industries to facilitate the generation of knowledge within an art context
	Cognitive/Intellectual Skills
B1	Analyse, apply and interpret evidence from a variety of sources
B2	Employ balanced, logical and supported argument to critically explore facets of art practice in a range of contexts
B3	Demonstrate intellectual flexibility and openness to new ideas within approaches to games industries

B4	Identify key areas of problems within games practice and choose appropriate tools/methods for their resolution in a considered manner
Practical/Professional Skills	
C1	Operate ethically in situations of varying complexity and predictability requiring the application of a wide range of creative approaches
C2	Able to act with increasing autonomy, with reduced need for supervision and direction, within defined guidelines
C3	Evidence a considered and creative developmental approach to games briefs
C4	Fulfil creative briefs by applying confident use of relevant equipment, skills and processes to produce technically accomplished outcomes
Key Transferable Skills	
D1	Reflect systematically on performance to further develop learning
D2	Demonstrate a realistic match between career aspirations and personal aptitudes, interests and motivations
D3	Select and use a range of communication methods appropriate to the context. Prepare, deliver and evaluate presentations to an audience
D4	Use a range of specialist software appropriate to the discipline
D5	Adopt a range of roles within a team and contribute to the effective working of the team

2.4 What will I learn?

FD Computer Games L4	Work Related Skills	Practical Skills		Academic Skills	Academic Skills
Semester 1	Game Production Management (20 Credits)	Games Asset Design (40 credits)		Game Mechanics (20 Credits)	Professional Development (20 Credits)
Semester 2			Games Engines (20 credits)		

FD Computer Games L5	Work Related Skills		Practical Skills			Academic Skills
Semester 1	Working in the Computer Games Industry (20 Credits)	Collaborative Practice (20 Credits)	Concepts and Prototypes (20 Credits)			Contextual Games Narrative (20 Credits)
Semester 2			Production Skills Realisation (Audio)* (20 Credits)	Production Skills Realisation (Visual)* (20 Credits)	Production Skills Realisation (Logic)* (20 Credits)	

*Elective Modules

2.5 How will I be taught?

A mixture of lectures, tutorials and seminars will be used. The lecture programme will impart the necessary principles and concepts. The seminars will be a mixture of student and tutor led sessions considering practical examples of the principles and concepts. The tutorials will take the form of individual support and feedback for students by tutors or other students. Tutor led sessions will be held to provide an opportunity for students to work on examples and case studies in the areas covered by the lectures.

Student-led tutorials will consist of action learning activities, discussion groups and report-back sessions which allow students to develop their research, communication and teamwork skills.

- There is an emphasis towards tutor lead practical workshop learning, which underpins both context and industry relevant topics. The practical sessions will make up over half of sessions on the course (this is in reaction to the manner in which industry operates)
- The lecture programme will cover a wide and varied range of topics in both the practical and theory sessions. There will be a clear link between the academic and practical sessions. With a focus on the impact of contextualising students own work
- Seminars will be a mixture of student and tutor led sessions considering practical examples of the principles and concepts of the games industry, visiting lecturers and industry links will be used within delivery to emphasis of curriculum to industry related work
- Group work will be embedded throughout the foundation degree and allow students to develop their research, communication and teamwork skills to build upon their skills and understanding of the games industry
- Tutor and peer led reflective feedback form the basis of student learning programmes in the form of personal and professional action planning. The course will feedback sessions

in which a student can speak with a tutor for a length tutorial to assess progress and to make ILPs

- Tutorials will take the form of individual support and feedback for student guidance

As FD Computer Games course is a Higher Education qualification, you will be expected to demonstrate a certain level of independence in your learning. Making a thorough set of notes during lectures and seminars, while carrying out additional reading can provide an excellent base for your assignment tasks.

2.6 How will I be assessed?

- There is an emphasis towards practical workshop learning, which underpin both context and industry relevant topics
- The lecture programme will impart the necessary principles and concepts.
- Group work will allow students to develop their research, communication and teamwork skills.
- The seminars will be a mixture of student and tutor led sessions considering practical examples of the principles and concepts.
- Tutor and peer led reflective feedback form the basis of student learning programmes.
- Tutorials will take the form of individual support and feedback for student guidance.

See Appendix 3 for Assessment Grid

You will have opportunities to engage in a range of activities in addition to your Higher Education studies, volunteering, student societies, playing in College sports teams and being a student academic representative.

3 Student Support System

3.1 Higher Education Development Office

The Higher Education Development Office (HEDO) has an overarching responsibility for the operation of the Higher Education provision.

We are committed to providing a supportive and positive environment for all members of our community. However, we recognise that there will be times in everybody's University life when things do not go as well as you would wish. In times like these, there is a comprehensive support and welfare structure available to help with all kinds of different problems. If you have a question or want information or need help over and above that which your tutors are able to provide then contact the Higher Education Development Office (HEDO). If we cannot help you immediately, we will let you know who can help you, and in many cases, book an appointment for you if required.



Dean of Higher Education

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Higher Education Academic Registrar

Sarah Wilson

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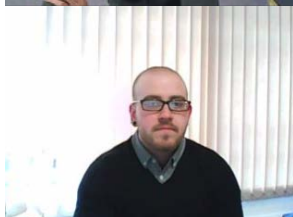
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Heart NCOP Activities and Events Officer

Sophie Clayton

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3.2 Who is going to teach me?

Your module lecturers are the members of the College staff who you will have most contact with. Their job is to manage and deliver their part (module) of your programme of study, assess and grade your work, and also give you continuous feedback on how you're doing.





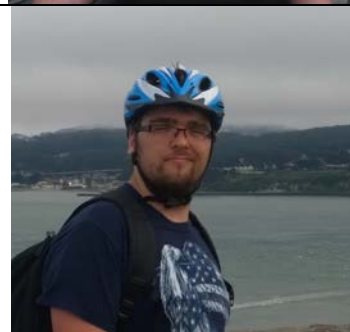
Lecturers aim to develop adult, professional relationships with students. You are encouraged to voice any concerns that you might have about your work with the lecturer concerned.


Our job is to do all we can to help you succeed but we can't do this unless you talk to us about anything that is worrying you.

You will be allocated a personal tutor whose job it is to deal with any problems that can't be settled at lecturer level, plus more general concerns that you might have, for example any problems you might have which may be affecting your work.

The Programme Manager (PM) has overall responsibility for the running of the Foundation Degree and the well-being of the students.

The department has a number of roles that are assigned to staff. Listed below are the team members and their key roles and research interests.

	<p>Head of Department Tom Poultney</p> <p>0113 2162138 tom.poultney@leedscitycollege.ac.uk</p>	<p>Likes Memes from the West Midlands. Research interests include Memes and internet culture.</p>
	<p>Programme Manager Tim Balmforth</p> <p>0113 3087932 tim.balmforth@leedscitycollege.ac.uk</p>	<p>Sound and Music for Interactive Games. An exploration of Composition, Sound Design and Implementation in an interactive game environment. The role of sound in video games to enhance the user experience and aid immersion into the game world. Practising Landscape photographer.</p>
	<p>Award Leader Adam Harrison</p> <p>0113 3087932 adam.harrison@leedscitycollege.ac.uk</p>	<p>Games Art and the Depiction of Photorealistic Textures for use in real time Game Engine renderers. Currently undertaking research into Teaching Practice and Methodologies. Use of Gamification and Gaming to aid an educational institute.</p>
	<p>Tutor Edward Hanley</p> <p>0113 3087932 edward.hanley@leedscitycollege.ac.uk</p>	<p>Game's development and investigation into the latest tools and techniques. Actively working in the games industry with leading developers and incorporating industry standard workflows and techniques into the curriculum.</p>
	<p>Tutor Mathew Price</p> <p>0113 3087932 mathew.price@leedscitycollege.ac.uk</p>	<p>Teaching professional development, production management and working in the games industry. Researching the use of virtual reality for the strategy game genre. Additional interests include military history and 3D.</p>

	<p>Tutor Rob Reed</p> <p>0113 2161781 rob.reed@leedscitycollege.ac.uk</p>	<p>Chomsky and the Stand Up Comedian. A postmodern approach to the role of the comedian as prophet in contemporary culture.</p>
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For each module, the module leader will set out the preferred method of communicating general information about that module to you, which may be by e-mail or notices posted on the VLE.

3.3 What study facilities are available in the Learning Resource Centre (LRC)?

Leeds City College has five LRCs located across its campuses and centres. The main HE-supporting LRCs are located at Park Lane Campus and Technology Campus.

LRCs provide accessible and supportive study facilities for students, including multiple spaces for individual and group study, personal computers, and multifunctional devices for printing, photocopying, and scanning.

Information about LRC opening hours, contact details, facilities and resources is available on the LRC website, accessible from the 'Zones' menu of the College's Student Intranet, from the 'Portal' menu on the College website, or as an app in the College's G Suite for Education app menu.

What learning and research resources are available?

The LRC's learning and research resources are provided in a range of formats relevant to student needs, including:

- an extensive collection of printed books and e-books, including reading list titles and other academic books, fiction, non-fiction, and comics;
- a broad range of online periodicals, including academic journals, magazines and newspapers;
- other collection items, including DVDs, audiobooks, and games; and
- academic and study skills support guides.

HE students are entitled to borrow up to ten collection items at a time. Most items can be borrowed for a two-week period, renewable twice (online or in-person) unless reserved by another student. There are also one-week loan items, and reference items that may be consulted in the LRC but not borrowed. **PLEASE NOTE:** Students must present their student ID card to borrow books and other LRC collection items. Fines apply to overdue loans.

The LRC's online resources are made available through the LRC website, which is accessible on or off campus. Students may search the LRC's book collection and directly access e-book and e-journal collections using the LRC's online discovery tool 'Search+'.

How can I get advice and support?

HE students are supported by a team of librarians, based both in the LRCs and in the Study Zone at the University Centre. Librarians work with curriculum staff to ensure that relevant, accessible resources are available to students. Librarians provide dedicated support to HE students in developing their academic literacy and study skills. Support sessions are available on Web and LRC-based research skills, academic referencing, academic reading and writing, and study skills. One-to-one and group support sessions may be booked with librarians in person, by email, or through the LRC website. Students will be introduced to their support librarian during College induction.

A team of Study Support Officers are also available in LRCs to assist students with locating and borrowing books and other materials, using LRC facilities, and making the most of the College's learning and study resources.

3.4 Study Facilities

Our newly refurbished University Centre provides a range of study facilities, accessible only to Higher Education students, in the Study Zone, including a Research Skills Hub where you can seek help with academic writing, referencing etc. In the Study Zone you will find a combination of individual and small group study areas with access to PCs. In addition to the provision of PCs there are also a small number of Macs available for use.

Our other campus' also provide HE specific study spaces which will be pointed out to you during your induction.

4 Your responsibilities as a student

4.1 What are my responsibilities?

It is your responsibility as a student to comply with the scheme, course and module requirements for attendance and for completion of assessments. This includes meeting deadlines for assessments. In order to achieve this you should be aware of the following Core Principles:

- Be Respectful – For example, ensure your interactions are always respectful and professionally conducted and College facilities are appropriately used.
- Be Sensitive – For example, be aware of your language and behaviour to ensure it respects others and recognises diversity.
- Be Understanding – For example, ensure there is mutual respect by listening to others (be aware your voice may be more easily heard in some venues than others).
- Be Punctual – For example, make sure you arrive, start and finish on time. Let the appropriate person know if you are delayed. To avoid disruption to others, late entry to a session/appointment may not be possible.
- Be There – For example, actively participate to get the most out of the time available.
- Be Prepared – For example, make sure you have done the necessary preparatory work. If insufficient preparation has been done it may not be possible for the planned activity to take place. Students who have attempted but had difficulty with preparatory work should bring this to the attention of the relevant staff member.
- Be Considerate – For example, use mobile phones and electronic devices with an awareness of how this might impact on others.

(Taken from the Teesside University 'A Guide to Promoting a Mutually Respectful University Community'.

Please note that the College has a disciplinary process which can be found at <https://intranet/studentzone/zones/front.jsp?deptcode=201&linkid=984>

4.2 Where can I find out about general student regulations?

These are available on our website via the following [link](#).

4.3 What if I'm an international student?

There are new requirements relating to immigration procedures in the UK with the introduction of the Points-Based System. Information is available at:

<http://www.leedscitycollege.ac.uk/courses-apprenticeships/international/>

4.4 Are there any guidelines about attendance?

The modules on the course will help you to develop both skills and academic knowledge. Most modules will require you to undertake formative work, which will help you to apply your knowledge and understanding, which in turn will help you to achieve a good grade in the summative assessments. Therefore it is important that you attend regularly. Research has demonstrated a clear link between attendance and success rates therefore we recommend that a minimum attendance of 80% is maintained.

The college policy is to withdraw a student from a course if they do not attend for 4 consecutive weeks. The Student Loans Company will be informed of your withdrawal and will then stop any future payments to your account. Therefore, it is important that you contact the Programme Manager/Award Leader if you are going to be absent for any length of time.

During your course of study, there will be times when you are not able to attend classes because of illness, personal and domestic crises. It is therefore all the more important that you do attend when you are able to otherwise it is very easy to lose the thread of what is going on and become disheartened.

We do not advise that you take holidays in term time. Please see the HE calendar in Appendix 1 for details.

If you are absent you must telephone or email your personal tutor to notify them. Doctor's notes will be required for absences of more than a couple of days or recurring illness. Please keep your module tutors informed if you are having difficulty attending your classes for whatever reason. We are here to support you but cannot do that unless you keep us informed of problems you are experiencing.

Please note – Those students who are eligible for a bursary will find that their payments will be cancelled if they have not met the minimum attendance requirement, and we do not receive a sick note covering any periods of absence, and/or are not up-to-date with their assessed work. (please see the Bursary Policy on the VLE for full details)

If you are absent through illness immediately prior to an examination or assignment deadline and wish to submit a case for mitigating circumstances, you must provide us with details and any available evidence as soon as possible.

If you are absent through illness on the day of an examination or assignment deadline, you must also provide us with details and any available evidence as soon as possible.

Depending on the nature of your illness you may be able to apply for Mitigating Circumstances. For information please see the Student Guide to Extensions and Mitigation which can be found on the VLE.

You can hand in or send medical certificates to Award Leader or Programme Manager.

Notification of infectious disease

If you have been diagnosed with or have had contact with an infectious disease, you must notify us in writing within 24 hours of diagnosis. You must not return to College until a medical practitioner's certificate of clearance has been submitted.

4.5 What do I do if I am going to be absent?

In case of absence from College, you should contact your Tutor on 0113 3087932 or e-mail at adam.harrison@leedscitycollege.ac.uk.

4.6 How do I withdraw from my course?

If you are considering withdrawal from your course you should speak to your personal tutor or the Students' Union to discuss your reasons. If there is a problem, College or Students' Union staff may be able to help.

If you decide to withdraw from your course or programme of study, you must notify us in writing. This notification must be sent immediately to your Programme Manager and/or Award Leader and be copied to the HE Registrar Co-ordinator at the following email address: heregistrar@leedscitycollege.ac.uk

4.7 Are there any specific course requirements (e.g. placements, DBS checks)?

There are no specific course requirements but because of the practical nature of the course having access to a high powered computer or laptop would be beneficial. Do not worry if you don't have access to such a machine as the University Centre has computers you are free to use outside of normal class time. The times of access are included on your timetable.

4.8 What do I do if I change my details?

Whenever you change your address and contact details, particularly your mobile phone number, you should inform your Award Leader immediately. This will ensure we can always contact you in an emergency.

The school will inform you of cancelled classes as soon as possible via text to the mobile phone number we have for you on our contact records. It is your responsibility to ensure that we have your most up-to-date mobile phone number.

5 Assessment

Your work is assessed in terms of its ability to demonstrate the learning outcomes for the module. You'll see the exact assessment criteria in each module handbook. The levels of achievement are categorised in percentages.

For each module of study, you will complete summative assessments. In addition, lecturers may set "formative" assessments as part of the learning process. These formative assessments are important as they give you a chance to obtain feedback on your performance before your summative assignments. At the end of the module, a mark is awarded based on the evidence of the summative assessments.

5.1 How will I get my results and feedback on my work?

You will normally receive written comments, verbal feedback or group feedback on your work within 3 working weeks of submission of your work. Your module leader will advise as to the format of the feedback. These results must be considered as interim until they are ratified by a board.

Feedback on your progress comes in many different forms including written comments about your work, verbal comments from your tutors in class or on a one-to-one basis, discussions with peers in the classroom or outside it, electronic discussion, emails, feedback grids and generic feedback proformas. Receiving and acting on feedback is a continuous part of your learning experience and will help you to develop knowledge about your strengths and weaknesses and improve your learning and performance. Previous students have advised that it is important that you:

- Are not afraid to acknowledge your successes
- Reflect on the feedback you receive and think about what you have done well and how you could improve. For example, you could keep all of your feedback together and draw up an action plan based on common areas of strength or concern
- Try not to focus on the mark and ignore the feedback. If you have done well, your feedback will tell you why and if you haven't, it will suggest ways in which you can improve
- Consider the marks you are given and if you are disappointed in them, give yourself some time before going back to the feedback to look for ways to improve
- Try not to take negative feedback personally. It is given to help improve
- Are not afraid to approach tutors and lecturers for more feedback. Asking questions can be an important part of receiving feedback – and remember, your peers can be a valuable source of information too
- Use feedback to self-assess your work against the assessment criteria, where possible. This can help you to address any areas you need to improve on.

5.2 Where can I find the University's assessment regulations?

Your progression from Level 4 to Level 5 and achievement at level 5, and your graduation and classification, are all subject to satisfying the University's assessment and progression regulations. These regulations are available on the website via the following [link](#).

5.3 What is the marking scheme?

For each module, you will complete one or two assessments. In addition, tutors will set ungraded or formative assessments as part of the learning process. These formative assessments are important as they give you a chance to obtain feedback on your performance before your summative assessments.

At the end of the module, an overall module mark is awarded based on the evidence of the summative assessments.

Please refer to the Assessment Regulations.

% Scale Score	Performance Standard
70+	Excellent pass
60-69	Very Good pass
50-59	Good Pass
40-49	Pass
0-39	Fail

Overall grades – Foundation Degrees

In order to determine the overall grade for your foundation degree, the average of the grades you achieved in the second year will be considered and applied as follows:

Overall Grade	Percentage
Distinction	70% - 100%
Merit	60%-69%
Pass	40%-59%

Please note that the above table is a guide only. For more specific information regarding grading of modules and awards please refer to the Assessment Regulations which can be found on the VLE

5.4 Will I have to follow a word limit?

All module specifications and assessment briefs will detail the word count for each task and it is important that you work within this, as this will help to develop your evaluative and analytical skills. It is your responsibility to submit work which is within the specified limit and to include a word count on all written assessed course work. If you go beyond this limit assessors will disregard the part of assessed work which exceeds the specified limit by 10% or more.

For example if the word count for the piece of work is 2,000 words, once your tutor has read the first 2,200 words they will then stop reading and disregard the remaining words. If it is considered that you have falsified the word count on an item of your course work, you will be subject to Student Disciplinary action.

The word limit does not include footnotes and bibliographies (or appendices if relevant).

The reason for this is that it is part of the assessment to work to the word limit. This develops your analytical and evaluative skills as you have to be selective as to which information you include and leave out.

5.5 Academic Appeals

Your module lecturer will explain to you how the criteria have been applied to produce your mark. If you wish to appeal the decision of an Assessment Board, you may do so but only under specific grounds and after your results have been ratified by an Assessment Board. Please note that this is not a procedure to challenge academic judgment. If you feel you have grounds for an academic appeal you will need to contact the HE Quality and Student Engagement Officer Co-ordinator to put forward a claim for an academic appeal. The Assessment Regulations can be found on the VLE

Please note : You may not appeal on the grounds of academic judgement.

5.6 How and where do I hand in an assignment?

For each summative assignment a deadline for submission/presentation of the work will be set. Completing the work within this time period and meeting the deadline is part of the assignment.

Work must be handed in according to the instructions given by the module tutor, which will be detailed in the module handbook. **In the majority of cases, this will be via a VLE.**

Only work that is ready by the agreed deadline can hope to qualify for a good grade.

All work is to be submitted via Google Classroom, unless otherwise stated. Google classroom provides you with the facility to upload digital projects that have a potentially large file size. Module tutors will provide a link for each submission on google classroom. Please check with your module tutor if you are unsure where to upload completed assignment work. You will be shown how to use Google classroom and all associated google apps during induction

PLEASE NOTE : Computer failure will not be accepted as a reason for late submission.

Students must submit assignments in the following format.

- Assignment feedback sheet
- Assignment task sheet
- Assignment
- Bibliography
- Turnitin report
- Practical Work in a Zip File.

5.7 Can I submit a draft?

The following guidelines have been drafted to promote consistency across the Higher Education provision within Leeds City College.

When can I submit a Draft?

The latest date for draft submissions to be submitted will be 2 weeks prior to the hand in date for the assessment. You must remember that it could take up to a week for the tutor to give you feedback so you may wish to submit your draft earlier than 2 weeks before the deadline so that you have more time to incorporate the feedback into your work.

How much can I submit?

The draft submission should be no longer than 25% of the maximum words for the assessment component e.g. for a 2000 word report a draft of up to 500 words could be submitted.

How many times can I submit a draft?

You are allowed to submit one draft submission per assessment component.

What form can the draft take?

Draft submissions can consist of:

- Assessment plans – so that the tutor can give comments regarding whether you are on the right lines.
- Extracts – for comments on style.
- Referencing – for the tutor to check that your referencing style is correct.
- Reference materials to see if your reading is wide enough for the assessment.
- Data tables.

The above are examples of what could be submitted and is not meant to be an exhaustive list. Drafts can be submitted electronically or in hard copy.

5.8 What do I do if I can't meet a deadline for an assignment?

It is the responsibility of all students to attend examinations and to submit work for assessment by the set date.

Extensions to submission date

There may be times when, for reasons outside your control, there may be circumstances that prevent you from submitting a summative assessment on time or attending an examination.

It is important that you discuss your situation as soon as possible with an appropriate member of staff, such as your Module Leader or Programme Manager, who will be able to provide you with guidance on the most appropriate course of action from the following list:

- A **Short Extension** of up to 5 working days, usually for one module only (not available for a resit attempt);
- **Suspension of study** for a period of up to 2 years;
- Alternatively, if your problems are outside your control, you can apply for **Mitigating Circumstances**.

If you realise that you are not going to meet the agreed deadline date because of illness or other exceptional circumstance, you must request an extension using the appropriate form. It is important to note that an extension will only be granted when it is clear that exceptional circumstances have prevented you from completing your work on time. Please make sure that you follow the guidance provided on the form and attach appropriate evidence. Please see the Student Guide to Extensions and Mitigation for full details.

NB Extensions are an exception rather than the norm.

Please note that short extensions are only available for first submissions.

Fit to Sit/Submit

The College's Extenuating Circumstances and Mitigation regulations are based on the Fit to Sit/Submit principle. This means that when you take an assessment you are declaring yourself fit to take the assessment.

If you feel that you are not fit to take the assessment then you may wish to apply for an extension or submit a claim for your extenuating circumstances to be considered by the Mitigation panel.

In the event that you do not take an assessment and have not submitted a claim for extenuating circumstances, then your assessment will normally be recorded as a non-submission.

If extensions are granted, your work will be marked as if it was handed in on time. Work that is late and which is not covered by extensions or mitigation will be penalised in accordance with the Assessment regulations.

Contact your Award Leader (Adam Harrison) to request an extension who will discuss the circumstances as to why you are requesting an extension and the procedure for requesting an extension.

Late submission

If you fail to submit work by the published date without approval, but submit within six working days it will be marked and then subject to the following penalties.

Submission within 6 calendar days: a 10% reduction for each working day late down to the 40% pass mark and no further.

Submission that is late by 7 or more calendar days: submission refused, mark of 0.

5.9 What if I have extenuating circumstances and require a longer extension?

What follows is a brief summary of the Extenuating Circumstances Regulations. A student guide is available on the VLE

You are strongly recommended to read these Regulations. They provide a detailed explanation of Extenuating Circumstances and the procedures expected to be followed when you feel that your performance in a summative assessment would be affected.

Extenuating Circumstances are defined as unforeseen and unpreventable circumstances outside the control of the student, which may significantly affect performance and/or attendance in a summative assessment and could not have been remedied in the time available.

The-College recognises that there may be times when your circumstances are such that you cannot complete assessments to the best of your ability, are unable to attend an examination, or are unable to meet an assessment deadline due to adverse circumstances beyond your control. In such circumstances the Extenuating Circumstances Regulations enable you to request that your situation is taken into consideration. You are expected to have taken reasonable steps to ensure that you could not have prevented the circumstances from taking place. It is your responsibility to notify your Programme Manager of any Extenuating Circumstances, which you feel will affect your ability to undertake a summative assessment.

Remember, any application you make has to be approved and may not be granted.

Students can apply for Extensions, or Mitigating Circumstances for all forms of summative assessment. You can also apply for Mitigating Circumstances for re-sit opportunities offered by the relevant Examination Board. However, Short-Extensions will not normally be allowed for re-sits because of the need for timely progression to the next stage at the beginning of the academic year.

It is important that you discuss your situation with a tutor who will be able to provide guidance on the most appropriate course of action. In circumstances which are likely to affect your progress over a longer time period, you may be advised to suspend your studies until the circumstances no longer have an impact on your studies.

The following points will help you when submitting an application:

Do

- Review the grounds for applying for extenuating circumstances (see Student Guide to Extensions and Mitigation).
- Seek guidance from your Programme Manager or Personal Tutor if you are experiencing difficulties in completing your work on time.
- Meet with a tutor prior to the submission/examination date.
- Discuss with a tutor whether an extension would be appropriate.
- Request an extension where you are unable to meet the deadline.
- If applying for Mitigation submit an application that covers all module assessments you are taking during the period of difficulty.
- Submit the application prior to the submission/examination date and for claims of Mitigating Circumstances within 5 working days from the submission or examination date.
- Complete all sections of the form.
- Include evidence to support your application.
- Make sure that you have received a receipt from your Programme Manager when you submit your application.

Don't

- Apply for any formative assessment pieces of assessment that do not count to your overall module mark.
- Use evidence that is undated or solely from family members supporting your application. You have to provide independent evidence.

Contact your programme manager (Adam Harrison) module tutor to request an extension with mitigating circumstances who will discuss the reasons as to why you are requesting mitigation and the procedure for requesting an extension through mitigating circumstances

5.10 Re-sit

If you have submitted an in-course assessment by the defined hand-in deadline and are deemed by the Module Leader not to have passed the assessment (but it is considered that you have made a genuine attempt), or if you have failed to submit anything (non-submission), following the assessment board you may be permitted to re-sit the module assessment. If this is the case the resulting mark achieved for the final piece of work will be capped at the pass mark (40%). Only one re-sit opportunity is possible for any assessment component.

Suitable feedback will be provided to students who are offered a re-sit and a hand-in deadline will be set for the re-sit.

Key points

- Always submit something for every assessment.
- You must attempt all assessments at the first opportunity.

- You must do each assessment (essay, project, report, portfolio, exam etc.) for every module. You should do this even if you don't think you can fully complete them.
- You do not have an automatic right to resit or to repeat a year of study.
- The maximum mark that can be awarded for reassessed components is 40%.

See the Assessment Regulations for full details. These are available on our website via the following [link](#).

5.11 Re-study

If, following a re-sit you are still unable to pass a module, the Board of Examiners may, at its discretion, permit one of the following repeat options:

(a) Partial retake as fully registered student:

- (i) You would not be permitted to progress to the next stage of the programme but must repeat the failed modules and/or components in full during the following academic year,
- (ii) You would have full access to all facilities and support for the modules and/or components being repeated,
- (iii) The marks that can be achieved for the modules and/or components being repeated will be capped at the module and/or component pass marks,
- (iv) You would retain the marks for the modules and/or components already passed,
- (v) No further resit opportunities would be permitted.

(b) Partial retake for assessment only:

- (i) As above except that access to facilities and support will be limited to certain learning resources for the module(s) and/or component(s) being repeated. Participation will only be allowed for relevant revision sessions and assessments.

(c) Full retake:

- (i) This is only permitted where you have extenuating circumstances;
- (ii) You do not progress to the next stage of the programme but instead repeat all the modules in the current stage during the following academic year,
- (iii) You have full access to all facilities and support,
- (iv) The marks that can be achieved are not capped, and you would normally be entitled to the resit opportunities available. However, you would not be able to carry forward any credit from previous attempts at the stage.

Please note that there would be a charge for any re-study opportunity offered

6 Academic and student regulations

6.1 Where can I find the University's academic regulations?

Your progression from level 4 to level 5 and achievement at level 5, your graduation and classification, are all subject to satisfying the University's assessment and progression regulations. These regulations are available on our website via the following [link](#).

If you have any difficulty accessing or understanding the information, please discuss this with your Programme Manager.

6.2 What is Academic Misconduct?

What follows is only a brief summary of the Academic Misconduct procedure and should be read in conjunction with the Student Guide to Academic Misconduct which is available on the VLE.

You are strongly recommended to read the guide. It provides a detailed explanation of academic misconduct, the procedures which must be followed when an academic misconduct offence is suspected and the possible penalties.

In order to avoid academic misconduct, the College is committed to continually educating its students on how to develop good academic practice and writing skills. The following support is available and it is recommended that you take advantage of this:

- Advice and guidance from the Students' Union.
- Facility for students and staff to use plagiarism e:detection software - Turnitin
- Briefings on academic misconduct provided at student induction events and during relevant modules

Academic misconduct is defined by the College as any activity or attempted activity which gives an unfair advantage to one or more students over their peers and is treated very seriously.

To ensure that students are treated fairly and equitably, academic misconduct is divided into the following two types:

Academic Negligence: This is regarded as the least serious offence and covers first time minor offences. It includes plagiarism that is small in scale, not related to the work of other students, and which is considered to have resulted from ignorance or carelessness.

Academic Malpractice: This covers extensive paraphrasing of material with no acknowledgement of the source, systematic failure to reference, cheating, collusion and subsequent cases of Academic Negligence.

If suspected of academic misconduct, you will be required to attend either an informal or formal meeting and if subsequently found guilty, you will receive a penalty, the most serious of which can

be exclusion from the College. The processes and penalties are described in The Student Guide to Academic Misconduct. If you are found guilty of academic misconduct after the end of your course, any award that you have received may be withdrawn. This can be done after you have graduated.

The following tips may help you to avoid academic misconduct:

Do

- Familiarise yourself with the regulations and penalties that can be incurred. For professional programmes, a single case of academic misconduct may result in you being discontinued from your course.
- Make sure that you know how to correctly acknowledge other people's work or opinions, and get feedback from your Tutor on whether or not you are doing this correctly.
- Take care when making notes from books or articles. Always keep a record of whether your notes are a paraphrase of the source or a direct quotation, so that you don't inadvertently include quotes without proper acknowledgement (this is a frequently cited reason students give when accused of academic misconduct).
- Seek support from your Module or Personal Tutor if you are experiencing difficulties in completing your work on time.

Don't

- Cut and paste (or reproduce) chunks of material from electronic sources or books/articles (even if you acknowledge the source, material not stated as being a direct quotation will make you vulnerable to an accusation of academic misconduct).
- Loan your work to other students (if it is then copied, you may be accused of academic misconduct).
- Borrow work from current or previous students.
- Submit the same work for different assessments.
- Get someone else to do your work (essay-writing web sites don't always keep their promises and have been known to inform universities of students who have purchased work).

6.3 Are there any regulations relating to use of social media?

Social media provides wonderful opportunities for life and for learning. The term social media describes the online tools, websites and services that people use to share content, profiles, opinions, insights, experiences, perspectives and media itself. These tools include social networks, blogs, message boards, podcasts, microblogs, livestreams, social bookmarking, wikis and vlogs. The feature that all these tools, websites and services have in common is that they allow conversations and online interactions between groups of people. These guidelines are not intended to deter individuals from using these communication tools but are necessary to help protect staff and students and to prevent them damaging the college either inadvertently or intentionally.

All students should be aware that failure to follow these guidelines could lead to disciplinary action, and in more serious cases could be considered gross misconduct and may lead to exclusion.

Leeds City College is committed to the responsible use of social media. The College may routinely monitor social media and it reserves the right to instruct relevant parties to remove unauthorised sites. Any information posted on social media sites must comply with the Data Protection Act.

For further information and full details please refer to the Student IT and Social Networking Policy which can be found on the Student Intranet.

6.4 Are there any regulations relating to research?

All work related and research projects will have to be agreed by your tutor to make sure that your plans conform to the College's Research Ethics Guidelines. These can be found on the VLE.

7 Quality Control

The course is not subject to an external examination regime. All student work is continually assessed by the lecturers and is subject to internal and external moderation.

A range of checks and safeguards is in place to ensure that the qualification you receive at the end of the course continues to be acceptable to the College, HE institutions and employers.

The Awarding Body is The Open University. In order to be able to offer this qualification, the College has to gain approval from the university, meeting strict criteria on things like staffing, resources and quality systems. The Open University monitors the quality of the awards through a range of measures. The College is also subject to inspections undertaken by the QAA (Quality Assurance Agency) in order to ensure that prescribed quality standards are being maintained.

Finally all of your tutors will have been observed in action by the College's Learning Observation Team. All Leeds City College tutors have to be observed annually.

7.1 End of Year Procedures

Once you have completed all of your assessments and these have been marked, moderated and seen by the External Examiner, your tutor will compile your mark profile. These profiles will then be submitted to the Examination Board.

The Examination Board looks at the mark profiles of each student and will make a decision as to whether you can progress onto the next level or whether you have passed the course.

NB. If you have not paid your fees in full your profile will not be presented to the Examination Board and you will not be able to proceed into the second year or receive your award.

Within 15 working days of the Board, the Chair of the Examination Board will write to you informing you of the decision of the Board and will give you a copy of your grade profile. If you, when you consider your grade profile, think you might have grounds to request an Academic Appeal (see the Academic Appeal Regulations/Guide for information relating to grounds) you must initially engage in an informal discussion with the Higher Education Quality and Student Engagement Officer within 10 days of the results being published.

Any issues that cannot be resolved through an informal discussion may result in the submission of an application for an Academic Appeal – please see the Student Guide to Appeals, which can be found on the VLE, for further information.

N.B. It is your responsibility to ensure that your Programme Manager/Award Leader has your correct address. The College will not be responsible for results which are sent to old addresses if you have not updated your contact details. If you do not receive your results within the agreed

time it is your responsibility to contact the Higher Education Registrar Co-ordinator on (0113 2162563) to obtain a replacement letter.

7.2 Programme specification

A programme specification is a concise description of your course's aims and objectives and how you will be taught and assessed to achieve the required learning outcomes. It includes information on admissions, course structure and the maintenance of academic standards. This can be found on our website via the following [link](#).

7.3 External Examiners

Students often ask questions about how we know that their degree is broadly of the same standard as degrees awarded for similar courses by other universities. In the UK we have a system called external examining which is one of several ways that we confirm that standards are met. An external examiner is generally an experienced lecturer from another university who offers an independent view as to whether the work of students on the course is of the correct standard. The external examiner does this by looking at a sample of work (e.g. assignments, exam answers, dissertations), discussing the work with your lecturers and attending the assessment boards to endorse results. They then produce an annual report which tells us about any concerns they have and any good practice they have identified. The external examiners' reports are made available to students on the VLE.

The main external examiner for your course is Saeed Malekshahi and he works at the University of Brighton. Sometimes, your modules may have a different external examiner and your module leader can provide details on request.

Please note that students are not permitted to contact external examiners directly and external examiners will not respond to any communication from individual students. If you have any concerns about your course then please speak to your Programme Manager.

8 Have your say

8.1 Student course representatives

Our College is committed to ensuring that the views of students are heard and responded to. This is partly achieved through course-level student course representatives, which are recruited across all courses.

Each course will elect a representative whose responsibility it will be to represent the course group at Course Committee meetings.

Course Committee meetings are an essential part of the College's quality assurance process and provide opportunities for both staff and students to use a range of feedback and indicators to ensure that issues affecting students on the course are promptly dealt with alongside a broader discussion of academic matters.

Course Committee meetings will take place twice per academic year – dates for your Course Committee meetings are:

Course Committee meetings will take place twice per academic year – dates for your Course Committee meetings are:

30th November 2018 1PM - 2PM

22nd March 2019 1PM - 2PM

Course Representatives will also be invited to a Student Pathway meeting in May. This provides an opportunity for all Higher Education Student Representatives to meet together to discuss issues and share good practice.

Our College and the Students' Union work together to raise awareness of student academic representation and to provide training and development for elected representatives. The Students' Union can be contacted on 0113 2162215 or can be found in the Student Union Area.

8.2 Module evaluation

We value your feedback. Our College undertakes module evaluations to give you the opportunity to tell us what you think about module delivery, assessments and the learning resources available to you. We are interested in hearing about areas that have exceeded your expectations as well as those that have not met your needs or requirements. There is also a free text comments section where you can submit additional remarks and suggestions.

Module evaluations are confidential and completed anonymously. This feedback is used at both course and faculty level so that the student experience can be continuously improved. By

undertaking module evaluations you can help us to refresh and revise our module delivery to enhance the learning experience and continue to improve upon our academic provision.

8.3 Your feedback

There are many ways that you can tell us about your experience here at our College. The Students' Union runs regular meetings where you can come along, meet students from other courses, and discuss your concerns with members of staff from across all faculties and services.

The faculty will also organise a Course Committee meeting to cover your course and level twice yearly, where you can give feedback on your experience of the course to a range of academic staff. Any issues noted at these groups will be fed into the formal monitoring and review process.

If you are entering into your final year you may also be invited to participate in the National Student Survey. This is a survey for all final year students in all universities in England and the results are made public to help prospective students make choices about where and what to study. Again these results are used by staff on your course to make improvements and to share good practice. Your feedback matters – so take these opportunities to get involved.

8.4 What happens with my feedback?

We take your comments very seriously and you can find out what actions have been taken in response to your feedback through your Course Representative, the Students' Union, your tutors or your course Moodle page. The faculty also provides updates on action taken through the "You said, We did" posters prominently displayed around our College.

Last year on Computer Games we run a series of meeting with a theme of Stop, Start, Continue. Out of those meeting came a number of suggestions from students of things we should change or refine on the course. One example was to invest in latest generation consoles and virtual reality hardware, 3D Printing and more hardware. Over summer we have invested in Oculus VR kits, 16 high powered laptops & Huion Graphic Monitors.

8.5 How would I make a complaint?

We always hope that your experience of the college and your course will be a positive one, however at times things do go wrong. If you have cause for complaint we would encourage you to talk to your Programme Manager in the first instance, however if you wish to make a formal complaint you will find information on the VLE – Complaints Process

9 Where to get help

9.1 Student Support

We are here to make sure that your time with us is as trouble free as possible. If you have a question or want information or need help over and above that which your tutors are able to provide then contact the Higher Education Development Office (HEDO). If we cannot help you immediately, we will let you know who can help you, and in many cases, book an appointment for you if required.

The College provides a good support system but can only help if you use it. If you do have problems contact either your tutor or a member of HEDO staff.

9.2 The Virtual Learning Environment (VLE)

All programmes are supported by the College's VLE which provides a range of resources, activities and information for students. The College utilises Google Classroom as a VLE and you will find that there is a section that provides general information, made available to all Higher Education students, in addition to a programme specific area, which only students on your programme will have access to. It is important that you familiarise yourself with both areas to ensure that you have access to all the relevant information you need.

9.3 Students' Union advice

If you need independent advice, information or representation, the Students' Union Advice Service provides a free, confidential and non-judgemental advice service.

The service is staffed by professionals, who are specialists in providing information and advice on all regulations, policies and procedures, including academic appeals, student complaints, disciplinary hearings, cheating and plagiarism.

9.4 Safety, health and well-being

Fire safety procedures

Fire prevention is everyone's responsibility. You can help to prevent fires by:

- Good housekeeping
- Safe use of electrical and gas appliances
- Observing our College no-smoking policy

Fire information

Fire information is present on Fire Action Notices displayed in all College buildings. These are normally present in corridors or inside classrooms.

They inform you of the appropriate action to take, the location of the nearest Fire Alarm Call Point, the location of fire fighting equipment and the location of fire assembly points.

All fire exit routes are clearly identified. You should take the opportunity to familiarise yourself with the location of fire exit routes and fire assembly points for the buildings that you may use in the course of your studies.

If you discover a fire

If you discover a fire, you should sound the alarm by operating the Fire Alarm Call Point. You should report the circumstances and site of fire by calling 999 – indicated on the Fire Action Notice.

Do not tackle the fire unless you have been trained to do so. Evacuate the building to the fire assembly point indicated on the Fire Action Notice. Do not re-enter the building until officially authorised to do so.

Fire evacuation

On hearing the Fire Alarm, everyone should proceed calmly to the nearest available safe fire exit, as indicated by the green and white fire exit signage. Please assist visitors.

Follow the route to get out of the building and continue on to the fire assembly point so as not to impede the remaining evacuees exiting the building.

Take appropriate action to assist mobility impaired persons or wheelchair users to a safe refuge.

- Do not stop to collect belongings and do not try to leave by your usual entry route unless this is the way indicated by the escape signs.
- Do not attempt to use the lifts.
- Do not restrict emergency service access routes.
- Do not re-enter building until officially authorised to do so

Evacuation is practised through fire drills. However, you should regard any continuous sounding of the alarm as a fire incident and act accordingly.

Disabled students

You are expected to declare any disability that would affect your safety in the event of a fire, e.g. hearing impairment or the use of a wheelchair.

If you are referred to the Disability Adviser, a Personal Emergency Evacuation Plan (PEEP) will be developed for you, as appropriate.

First Aid

First Aid Notices (green and white) are displayed in all College buildings alongside the Fire Action Notices (predominantly blue and white) and alongside, or adjacent to, each First Aid box. Each first Aid Notice gives the following information:

- The location and contact number of the nearest First Aiders(s)
- The location of the nearest First Aid box
- The College emergency telephone number 3333 (Park Lane campus – for other campus' please check
- Other emergency contact numbers

The names and telephone numbers of the nearest First Aiders can also be obtained from the Health and Safety team on 2166334.

Accident and incident reporting

All accidents, incidents and dangerous occurrences must be reported to, and recorded by College staff.

Accident report forms (HS1) are available on the intranet.

Policy statement

Leeds City College Corporation accepts both moral and legal responsibility as an employer to ensure; so far as is reasonably practicable, the safety, health and welfare at work of all its employees. The College will ensure to conduct its undertakings in such a way that persons not in direct college employment (i.e. students, contractors and members of the general public) who may be affected, are not exposed to risks to their safety and health. In addition the College will actively endeavour to limit the adverse affects on the environment in which operations are carried out.

All safety, health and welfare matters will be treated as a management responsibility equal to that of any other managerial function.

Leeds City College Corporation is committed to continuous improvement in health and safety performance and to attaining the highest possible practice standards throughout the college.

Appendix 1 Higher Education Calendar 2018-19

College Week	Commences Monday	Level 4 – Computer Games	Prog. Week
1	30-Jul-18		
2	6-Aug-18		
3	13-Aug-18		
4	20-Aug-18		
5	27-Aug-18	Bank Holiday – 27 August 2018	
6	3-Sep-18		
7	10-Sep-18	Enrolment and Induction Week	
8	17-Sep-18	Semester 1 Starts	1
9	24-Sep-18		2
10	1-Oct-18		3
11	8-Oct-18		4
12	15-Oct-18		5
13	22-Oct-18	Production Management Task 1 – Presentation	6
14	29-Oct-18	Reading Week	
15	5-Nov-18		7
16	12-Nov-18		8
17	19-Nov-18		9
18	26-Nov-18		10
19	3-Dec-18		11
20	10-Dec-18	PPD - Task 1 – Negotiated Reflection	12
21	17-Dec-18	Production Management - Task 2 – Diarised Log	13
22	24-Dec-18	Bank Holidays – 25 and 26 December 2018	
		Christmas Holidays (College Closed 27 – 29 December 2018)	

23	31-Dec-18	(staff off 31 December 2018)	
		Bank Holiday – Tuesday, 1 January 2019 (New Year’s Day)	
24	7-Jan-19	PPD - Task 2 – Presentations	14
25	14-Jan-19		15
26	21-Jan-19	Semester 2 Start	16
27	28-Jan-19		17
28	4-Feb-19		18
29	11-Feb-19		19
30	18-Feb-19	Reading Week	
31	25-Feb-19		20
32	4-Mar-19	Game Mechanics – Task 1 – Board Game	21
33	11-Mar-19		22
34	18-Mar-19		23
35	25-Mar-19		24
36	1-Apr-19	Easter Holidays	
37	8-Apr-19	Easter Holidays	
38	15-Apr-19		25
		Bank Holiday (Good Friday) – 19 April 2019	
39	22-Apr-19	Bank Holiday (Easter Monday) – 22 April 2019	26
40	29-Apr-19	Game Mechanics – Task 2 – Essay	27
41	6-May-19	Bank Holiday – College Closed 6 May 2019	28
		Game Assett Design – Task 1 – Portfolio	
42	13-May-19	Game Assett Design – Task 2 – Production Log	29
43	20-May-19	Game Engines Task 1 + 2 – Game Level & Production Log	30
44	27-May-19	Bank Holiday – College Closed 27 May 2019	

		Reading Week	
45	3-Jun-19		
46	10-Jun-19		
47	17-Jun-19		
48	24-Jun-19		
49	1-Jul-19		
50	8-Jul-19		
51	15-Jul-19		
52	22-Jul-19		

College Week	Commences Monday	Level 5 – Computer Games	Prog. Week
1	30-Jul-18		
2	6-Aug-18		
3	13-Aug-18		
4	20-Aug-18		
5	27-Aug-18	Bank Holiday – 27 August 2018	
6	3-Sep-18		
7	10-Sep-18	Enrolment and Induction Week	
8	17-Sep-18	Semester 1 Starts	1
9	24-Sep-18		2
10	1-Oct-18		3
11	8-Oct-18		4
12	15-Oct-18		5
13	22-Oct-18		6
14	29-Oct-18	Reading Week	

15	5-Nov-18		7
16	12-Nov-18		8
17	19-Nov-18		9
18	26-Nov-18	Collaborative Practice – Task 1 – Production Schedule	10
19	3-Dec-18		11
20	10-Dec-18	Working in the Computer Games Industry – Task 1 – Marketing Campaign	12
21	17-Dec-18	Concepts and Prototypes – Task 1 – GDD	13
22	24-Dec-18	Bank Holidays – 25 and 26 December 2018	
		Christmas Holidays (College Closed 27 – 29 December 2018)	
23	31-Dec-18	(staff off 31 December 2018)	
		Bank Holiday – Tuesday, 1 January 2019 (New Year’s Day)	
24	7-Jan-19	Concepts and Prototypes – Task 2 – Pitch	14
25	14-Jan-19	Working in the Computer Games Industry – Task 2 – Evaluative Response	15
26	21-Jan-19	Semester 2 Start	16
27	28-Jan-19		17
28	4-Feb-19		18
29	11-Feb-19	Contextual Games Narrative – Task 1 – Presentation	19
30	18-Feb-19	Reading Week	
31	25-Feb-19		20
32	4-Mar-19		21
33	11-Mar-19		22
34	18-Mar-19		23
35	25-Mar-19		24
36	1-Apr-19	Easter Holidays	
37	8-Apr-19	Easter Holidays	

38	15-Apr-19		25
		Bank Holiday (Good Friday) – 19 April 2019	
39	22-Apr-19	Bank Holiday (Easter Monday) – 22 April 2019	26
		Collaborative Practice – Task 2 – Reflective Folder	
40	29-Apr-19	Contextual Games Narrative – Task 2 – Essay	27
41	6-May-19	Bank Holiday – College Closed 6 May 2019	28
		Production Realisation - Task 1 – Portfolio	
42	13-May-19		29
43	20-May-19	Production Realisation - Task 2 – Diarised Log (Negotiated Reflection)	30
44	27-May-19	Bank Holiday – College Closed 27 May 2019	
		Reading Week	
45	3-Jun-19		
46	10-Jun-19		
47	17-Jun-19		
48	24-Jun-19		
49	1-Jul-19		
50	8-Jul-19		
51	15-Jul-19		
52	22-Jul-19		

NOTES:

- The College main sites will be closed for the days stated above and also to students on the Staff Development Days.
- Some programmes may vary from the 2 semester calendar. Students will be informed of these dates at the start of their programme.
- Students may take additional leave for festival days associated with their practised religion. Tutors must be notified in advance.

Appendix 2 Learning Outcome Grids

Module Name	Outcome Key															
	A1	A2	A3	B1	B2	B3	B4	C1	C2	C3	C4	D1	D2	D3	D4	D5
Games Asset Design		✓		✓		✓	✓			✓	✓			✓		
Game Engines		✓			✓				✓		✓			✓	✓	
Game Mechanics	✓		✓	✓				✓			✓		✓			
Game Production Management			✓		✓	✓		✓				✓			✓	✓
Personal Development	✓								✓	✓		✓	✓			✓
Concepts and Prototypes	✓			✓			✓	✓		✓					✓	
Production Skills and Realisation (Audio)		✓					✓		✓	✓		✓	✓		✓	✓
Production Skills and Realisation (Visual)		✓					✓		✓	✓		✓	✓		✓	✓
Production Skills and Realisation (Logic)		✓					✓		✓	✓		✓	✓		✓	✓
Contextual Games Narratives	✓			✓		✓					✓			✓		
Working in the Computer Games Industry			✓		✓	✓		✓	✓			✓	✓			✓
Collaborative Practice		✓	✓		✓						✓			✓		

Appendix 3 Assessment Grids

Level 4										
	Negotiated Reflection	Evidence File	Diarised Log	Presentatio n	2D Game	Production Log	Practical Games	Essay	Digital Portfolio	Folder
Personal and Professional Development	50%	50%								
Game Production Management			60%	40%						
Game Engine					60%	40%				
Game Cultures (Mechanics)							40%	60%		
Game Asset Design									70%	30%

Level 5										
	Contextual Understanding	Pitch	Portfolio	Diarised Log	Production Schedule	Reflective Folder	Presentation	Essay	E-Marketing Campaign	Reflection
Concepts and Prototypes	60%	40%								
Production Skills Realisation			60%	40%						
Collaborative Practice					40%	60%				
Contextual Games Narrative							40%	60%		
Working in the Computer Games Industry									60%	40%

Appendix 4 Assessment Timetable

Module Titles and Level	Formative Assessment Type and Week of Completion [Refer to the main formative assessment points, e.g. <ul style="list-style-type: none"> ▪ skills test, week 4 ▪ written paper, week 6 This shows how the student will be supported to prepare for the summative assessment]	Summative Assessment Type and Week of Submission [For each assessment component identify: <ul style="list-style-type: none"> ▪ the type of assessment ▪ the indicative submission week ▪ word limit ▪ exam/OSCE/presentation duration ▪ group or individual assessment]
Games Asset Design (Level 4)	3D Rubik’s Cube- Week 5 2D Level Proposal – Week 7 3D Fire Hydrant – Week 13 2D Environment – Week 15 2D Character – Week 23 Draft Portfolio – Week 26 Draft Folder – Week 27	Summative Task 1: Digital Portfolio Week 28 Summative Task 2: Folder Week 29
Games Engines (Level 4)	Prototype 2D Game – Week 20 Set up of Character Blueprint – Week 22 Draft Practical Game Submission Week – 26 Draft Production Log – Week 28	Summative Task 1: Game Level Week 30 Summative Task 2: Production Log Week 30

<p>Game Mechanics (Level 4)</p>	<p>Prototype Board Game – Week 6 Practice Essay – Week 12 Draft Practical Game - Week 19 Draft Essay - Week 25</p>	<p>Summative Task 1: Practical Game Week 21 Summative Task 2: Essay Week 27</p>
<p>Games Production Management (Level 4)</p>	<p>Draft Submission Presentation - Week 4 Draft submission Diarised log - Week 11</p>	<p>Summative Task 1: Presentation Week 6 Summative Task 2: Diarised Log Week 13</p>
<p>Professional Development (Level 4)</p>	<p>Draft Submission Negotiated Reflection Week 10 Draft Submission Presentation Week 11</p>	<p>Summative Task 1: Negotiated Reflection Week 12 Summative Task 2: Presentation Week 14</p>

Module Titles and Level	Formative Assessment Type and Week of Completion [Refer to the main formative assessment points, e.g. <ul style="list-style-type: none"> ▪ skills test, week 4 ▪ written paper, week 6 This shows how the student will be supported to prepare for the summative assessment]	Summative Assessment Type and Week of Submission [For each assessment component identify: <ul style="list-style-type: none"> ▪ the type of assessment ▪ the indicative submission week ▪ word limit ▪ exam/OSCE/presentation duration ▪ group or individual assessment]
Collaborative Practice (Level 5)	Draft Production Schedule – Week 7 Game Jam - Week 20 Alpha Presentation - Week 21 Draft Reflective Folder – Week 23 Beta Presentation – Week 30	Summative Task 1: Production Schedule Week 10 Summative Task 2: Reflective Folder Week 26
Concepts and Prototypes (Level 5)	Draft Contextualised Report – Week 11 Draft Pitch – Week 12	Summative Task 1: Pitch Week 13 Summative Task 2: Contextual Report Week 14
Production Skills Realisation (Level 5)	Draft Portfolio – Week 25 Draft Diarised Log – Week 27	Summative Task 1: Portfolio – Week 28 Summative Task 2: Diarised Log – Week 30

Contextual Games Narratives (Level 5)	Draft Presentation – Week 10 Draft Essay – Week 25	Summative Task 1: Presentation - Week 19 Summative Task 2: Essay - Week 27
Working in the Computer Games Industry (Level 5)	Draft Task 1 – Week 10 Draft Task 2 – Week 13	Summative Task 1: eMarketing Campaign Week 12 Summative Task 2: Evaluative Response Week 15

