

# BA/BSc (HONS) GAME DESIGN

2 Year Accelerated & 3 Year Courses Available



## Why choose this course?

At SAE, you'll learn the psychology behind player engagement and design playable games every trimester - prototyping fast using both digital and physical methods, and testing your ideas in a simulated games studio environment.

You'll develop skills across UX, UI, narrative, mechanics, and systems design, work with industry-standard tools including Unity 3D, Unreal Engine 5, Autodesk Maya, and Visual Studio, and collaborate cross-discipline with Games Programmers and Game Artists. The course is structured to help you discover which area suits you before you specialise, so by the time you reach your Major Project in your final trimester, you're building towards a clear direction.

Graduate in two years on the accelerated route with a portfolio of playable games and experiences.

## Industry relevance

Gaming is one of the fastest-growing industries in the world, and the demand for designers who understand the full player experience - not just how games look, but how they feel and function - has never been higher. At SAE, you'll train in a real studio environment, completing project briefs, running playtesting sessions, and developing the business planning and industry knowledge needed to move seamlessly from education into employment.

## Career outcomes

Our graduates progress into roles including Game Designer, Level Designer, UX Designer, Systems Designer, Narrative Designer, Interaction Designer, Puzzle Designer, and Creative Technologist - with skills that transfer equally into simulation, training, mobile design, web UX, and immersive media.

# BA/BSC (HONS) GAME DESIGN

## MODULE BREAKDOWN

The purpose of this module breakdown is to provide a concise summary of the main topics covered on the Game Design programme offered at SAE.

### Trimester 1/Semester 1

Develop the essential technical game design skills and knowledge needed to collaborate with professionals and your fellow creative media students.

---

#### GD (T1) - Game Programming Basics

You'll learn the fundamental knowledge and skills of game development. As you progress your studies, you'll discover object-oriented programming (OOP) and common algorithms used for games, while practising practical applications.

You'll also explore core mathematics and other programming fundamentals to support your learning, such as logic operations, algorithms and basic vector mathematics.

Topics include:

- Programming basics
- Structured programming
- Object-oriented programming
- Introduction to algorithms
- Vector arithmetic
- Version control

---

#### GD (T1) - Game Development Basics

Across this module, which complements the Programming Basics module of this game designer degree, you'll gain an overview of the concepts and practice of games design. As you research elements of game design, you'll learn to create your own games, exploring the functionality and operation of game engines. You'll also be mentored through your own game project and learn how to implement and tweak game mechanics and mechanisms in common game engines.

Topics include:

- Game design fundamentals
- Game engine basics
- Game mechanics
- Game production
- Introductory AI & player statistics
- Narrative systems



## Trimester 2/Semester 2

Across your second trimester, you'll broaden your scope to put what you've learned in Trimester 1 into practice, while getting to grips with industry-standard practices.



### GD (T2) - Applied Game Design

In Applied Game Design, you'll apply the theories and frameworks of foundational game design, using testing frameworks to validate your theories in practice. As you learn the fundamentals of level design and user interface design, you'll have fun checking the quality of the games through playtesting.

You'll also prepare for the real-world of game development by presenting the data you've collected to others in a variety of ways.

Topics include:

- Asset management and creation
- Playtesting and QA
- Data collection principals and ethics
- Statistics for game design
- UI/UX
- Level design

### GD (T2) - Games and Culture

Across the Games and Culture module of this game design accelerated degree, you'll explore a small game project to research and present the context of games culture, focusing on an appropriate genre or game space.

Across the pre-production stage of the project, you'll discover fundamental game production methodologies and theories of play. As you enhance your skills in this area, you'll present your learnings to the class using a variety of mediums.

Topics include:

- Academic research and writing
- Game production basics (agile/scrum, kanban, risk analysis, etc)
- History and culture of games
- Ethics of video games
- Theories of play (flow, magic circle, MDA)
- Narrative in video games



## Trimester 3/Semester 3

[blank]

---

### **GD (T3) - Creative Studio 1: Industry Workflows**

Game designers, in collaboration with game programmers, are critical to meeting the technical needs of a game project.

Throughout Trimester 3, you'll work on gaming projects in our creative studio, providing a highly practical aspect to your education as you develop your professional practice and familiarise yourself with industry-standard tools.

Across this hands-on module, you'll learn how to apply iterative design and rapid prototyping to develop all the necessary systems and tools for a functional, captivating game world.

Topics could cover:

- Rapid prototyping
  - Games narrative
  - Reward systems
  - User interface and user experience (UI/UX) design
  - World building
- 

## Trimester 4/Semester 4

The second Creative Studio term focuses on collaborative game design. Building on your practical knowledge, you'll work together in a group to create games designed to reach an intended audience.

---

### **GD (T4) - Creative Studio 2: Collaboration and Business**

The Creative Studio 2 module is all about collaborative game design. You'll pair up with students from other SAE programmes outside your games design course, encouraging you to explore new creative perspectives and gain fresh ideas.

A key part of the module is identifying a target market and developing a product to distribute to paying gamers as you discover the commercial, community and marketplace aspects of games development.

Topics could cover:

- Commercial games
  - Modern marketplaces for games
  - Games product lifecycle
  - GAAS
  - Mobile and platforms
  - Business planning
  - Marketing
-

## Trimester 5/Semester 5

As you near the end of your game development degree, you'll start to specialise, advancing your skills across your chosen area of the game design industry.

---

### GD (T5) - Advanced Specialised Production

In this module, you'll expand on your existing knowledge and produce work of a professional calibre within your field of expertise. Choose to participate in real-world projects via internships, collaborate with peers across diverse creative fields, tackle simulated briefs or develop your own projects. This subject provides a platform for you to hone your skills, build your network and curate a portfolio that showcases your talents.

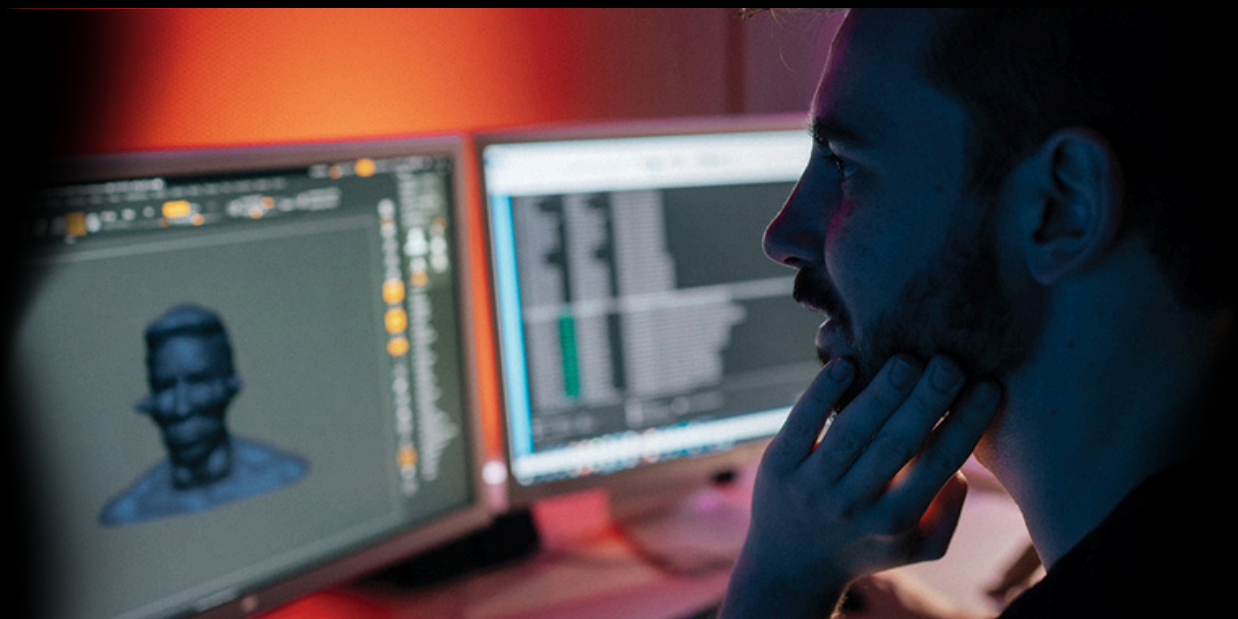
Topics may include:

- Serious Games
  - Game economies
  - Playtesting
  - Psychology of games
  - MDA
  - Accessibility
  - Level Design
- 

### GD (T5) – Research and Professional Development in Creative Media

In this subject, you'll prepare for your final Major Project, craft your project proposal with guidance from our SAE Experts. You'll also enhance your essential academic and professional skills, which will prove useful when applying for jobs in the industry or pursuing postgraduate studies.

---



## Trimester 6/Semester 6

The final module of this game design degree course lets you demonstrate the practical and academic skills you've developed across your 2 years at SAE via a large-scale advanced-level project.

### GD (T6) – Major Project

During your final trimester, you'll implement the Major Project you designed, scoped and planned across Trimester 5. This industry-focused venture lets you concentrate on a specialism of your choosing, advancing your knowledge and skills in this area.

Depending on your topic, you can use it as a springboard into industry or as a way to make connections with industry professionals that may lead to future employment. Some of our previous students have exploited this creative opportunity to the fullest, creating award-winning game designs or launching their own businesses.



## WANT TO KNOW ABOUT GAMES AT SAE?

If you need help at any point during your application process, our friendly Admissions Team are here to help at every step of the way.

0333 011 2315  
ukenquiries@sae.edu



**READY FOR THE NEXT STEP?  
APPLY TODAY!**

Scan the QR code to begin your application for our BA/BSc (Hons) Game Design at SAE.