

Important Information about your Course

Title: BSc (Hons) Game and Interactive Audio

Entry requirements

To be considered for this course, you will require 104 UCAS points.

This could be gained via a number of qualifications, for example:

- BCC or above at A2 Level
- DMM or above at Extended Diploma Level
- M or above at UAL Level 3 Extended Diploma Level
- A proven interest in this area

If you're unsure how many points you have you can use the UCAS tariff calculator.

Remember that qualifications such as Graded Examinations in Music Performance and Arts Award (Gold) can also count towards your UCAS points – check the tariff calculator!

All applicants are expected to have at least a 'C' in GCSEs Maths and English Language or equivalent. Non-UK applicants will need to have an English Language qualification at International Level B2 or higher, such as an IELTS of 6.0 or better (with no component below 5.5). Students with equivalent qualifications will also be accepted. If your application is successful, you will be invited to an interview where you will have the opportunity to talk about your work, influences and interests. Ideal applicants will have a keen interest in sound, music and technology. You are welcome to bring any relevant examples of work with you, if you have them.

Modules (Credits)

HE LEVEL 4 (YEAR 1)

Recording & Production 1 (40 credits)

Digital Tools & Workflow 1 (20 credits)

Engines and Middleware 1 (20 credits)

Game Sound Analysis (20 credits)

Game Design Fundamentals (20 credits)

HE LEVEL 5 (YEAR 2)

Engines and Middleware 2 (40 credits)

Sound Design (40 credits)

Interactive Score (20 credits)

Research Project (20 credits)

HE LEVEL 6 (YEAR 3)

Honours Project (40 credits)

Engines and Middleware 3 (20 credits)

Sonification (20 credits)

Interactive Mixing and Delivery (20 credits)

Professional Portfolio Management (20 credits)

WHAT ARE CREDITS?

As a guide, 20 credits typically represents around 52 hours of tutor contact time (e.g. lectures/workshops/feedback) and 148 hours of self-study time (usually over the course of a semester). These numbers may increase or decrease depending on the nature, length and level of the module, especially towards the end of the course.

Course Composition

We want to do everything we can to prepare you for working within the creative industries, and this is reflected in the way we teach and assess you. The programme is mostly coursework based, which means your tutors will be able to give you regular, constructive feedback. Presentation techniques will give you valuable experience of how to present your thoughts and ideas successfully and enthusiastically, so you are better at selling your ideas to prospective employers.

The written work is an important part of assessment and will improve your communication skills. A combination of lectures, tutorials, peer reviews, discussions and observations will ensure that you're industry ready. External trips will present you with a wider range of topics and the opportunity to expand your portfolio, whilst guest speakers will help you to understand the world of games, how it works and how you can make your mark on it.

LOCATION OF DELIVERY

Your primary location of study will be at our Riverside Campus, which is located on New Bailey Street in Manchester. As part of your course, some of your lessons may take place at our Futureworks Studios facility located in MediaCityUK, a few miles from the city centre.

TEACHING STAFF

Futureworks recognises that the skills, competencies and contribution of its staff are vital to the delivery of high quality Higher Education. All programmes are managed by a dedicated Programme Leader and team of experienced tutors, and our excellent links with industry employers mean you'll have access to exciting guest lectures and fantastic opportunities to gain experience on real-world projects.

Method of Assessment

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The award to be received on successful completion of the course

BSc (Hons) Game and Interactive Audio

Length of course: 3 YEARS (FULL TIME)

Regulator: OfS

Fees / Costs

Tuition Fees

Tuition Fees are £9,250 per year. You may be eligible to apply for a student loan from Student Finance. Please see our [Tuition Fees page](#) for more information.

Other Costs

You may find it beneficial to invest in additional equipment and/or study resources to support your learning. Additionally, there may be the option of attending events outside of Futureworks which would further enhance your studies. We recommend that you budget in the region of £300 to £600 over the duration of the course to cover these expenses.