

IMPORTANT INFORMATION ABOUT YOUR COURSE

BSC (HONS) GAME AND INTERACTIVE AUDIO

COURSE DESCRIPTION

The future of the audio industry is interactive. Every day new applications and games are released. With millions of users across the globe buying into interactive content for their personal devices and home entertainment systems anyone serious about working in sound simply cannot ignore this exciting and rapidly expanding industry. The UK is a world leader in this field and Futureworks is a world leader in educating for this sector, teaching game and interactive audio since 2016.

Futureworks boasts incredible studios and facilities, all available to you throughout your studies. No matter what genre of music you prefer we have the right combination to meet your creative needs.

ENTRY REQUIREMENTS

To be considered for this course, you will require 104-120 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 Level 4 or grade '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.



MODULES (CREDITS)

YEAR 1

Engines & Middleware 1 (20 credits) – focuses on building fundamental knowledge of underlying concepts and principles associated with implementing sound assets, and an ability to apply, interpret and evaluate these skills within the context of game and interactive audio.

Game Sound Analysis (20 credits) – investigating the significance of sonic and technological advances in the video games industry will provide students with a valuable insight into the significance of sound in this context, along with the opportunity to interpret, evaluate and share research

Recording & Production 1 (40 credits) – introduces studio and location recording skills, developing essential sound theory knowledge for modern recording engineers, exploring current and legacy studio technologies, fostering understanding of analogue and digital recording concepts, and engaging in recognized workflows for capturing musical performances.

Game Design Fundamentals (20 credits) – this module aims to deepen knowledge on game structure, introduce core game design concepts, explore interactivity and meaningful play within the development cycle, promote teamwork, examine audio design's role in game development, and support ongoing personal and professional development in year one.

Digital Tools & Workflow 1 (20 credits) – introduces the Digital Audio Workstation (DAW) as the cornerstone of modern recording studios, examining its impact on recording, editing, mixing, and processing workflows, exploring non-linear and non-destructive editing techniques, and aiming to elevate practical work standards across the course.

YEAR 2

Sound Design (40 credits) – aims to enhance audio production skills through the exploration of tools and techniques for content manipulation in middleware or game engines, building on digital audio theory, using synthesis for content creation, investigating media delivery formats for sound content delivery, and promoting reflective practice to consolidate learning.

Engines & Middleware 2 (40 credits) – this module aims to advance audio production skills and knowledge, enhance the use of tools and techniques for sound creation and manipulation, explore immersive sound content creation, engage with current middleware applications, and introduce the audio design document for recording planning and development.

Interactive Score (20 credits) – focuses on adaptive music as a way to mirror or drive gameplay, introducing horizontal and vertical scoring concepts, building upon game audio production skills and workflows, and investigating tools and techniques for creating and manipulating interactive music.



Research Project (20 credits) – refine research methods, improve academic writing for year three dissertations, explore negotiated research areas, and support ongoing personal and professional development in year two.

YEAR 3

Sonification (20 credits) – introduces sonification concepts and applications in modern auditory displays, explores non-speech audio for information delivery, examines human-computer interaction and interface design, encourages tutorial discussions for content development, and enables the production of independent, self-directed research work.

Interactive Mixing and Delivery (20 credits) – equips students with the skills to deliver interactive sound mixes for games or other experiences, exploring strategies for mixing audio in interactive content and investigating tools provided by popular middleware for high-quality results.

Engines & Middleware 3 (20 credits) – provides a platform for students to demonstrate their knowledge of game engine and middleware software, focusing on integrating middleware with game engines, coding events within these systems, and planning and designing comprehensive middleware audio solutions.

Professional Portfolio Management (20 credits) – aims to advance long-term planning and career promotion strategies, enhance online visibility, maximize networking and employment opportunities, learn from successful media professionals' online profiles, and continuously update and improve personal profiles for ongoing personal and professional development.

Honours Project (40 credits) – the summation of the work explored over the years on your course. This module provides a platform for you to showcase your readiness for employment or further study, dedicate resources to your chosen career path, engage in tutorial discussions for content development, consolidate skills and knowledge gained throughout the programme.

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.

LOCATION OF DELIVERY

Your primary location of study will be at our Riverside Campus, which is located on New Bailey Street in Manchester.

Lectures, workshops, and tutorials take place in our fully equipped labs and studios. Flexible access to studio and practical facilities, allow students to establish, practice and develop their work using



professional level hardware and software. Relevant hardware and software training will be provided during studio, workshop, and lecture sessions to support student work at all levels.

TEACHING STAFF

We believe it's essential that your teaching team are part of the industry. This ensures the knowledge they pass on is both relevant and current. It also means they have excellent industry contacts that our students can tap into for real-world projects. You will have the opportunity to acquire professional credits during your time at Futureworks, while building up an enviable list of your own contacts at the start of a new career.

METHOD OF ASSESSMENT

Throughout the programme you will be assessed primarily on your creative output, with an emphasis on practical submissions accompanied by presentations and written work in the form of supporting documentation and essays.

Practical exercises and studio driving tests during studio or workshop-based sessions will be used as a means for you to monitor your progress along the way to help develop more formal assessment work.

The principal methods of assessment will be:

- Projects
- Documentation, logs and archives
- Practical demonstration
- Portfolios
- Essays
- Presentations, individual and group
- Viva voce
- Dissertation
- Testing
- Online assessment
- Documentation, logs and archives
- Personal Development Tutorials
- Projects
- Portfolios
- Essays
- Viva Voce

The centrality of vocational skills throughout the programme results in all assessments being directly or indirectly related to employability and personal development.

Formative assessment supported by tutor feedback will be employed throughout the programme.



COURSE DETAILS

Award to be received on successful completion: BSc (Hons) Game and Interactive Audio

Length of course: 3 YEARS (FULL TIME)

Regulator: Office for Students ([OfS](#))

Awarding Institution: University of Central Lancashire

FEES / COSTS

TUITION FEES

Home Students: £9,535 per year

International Students: £17,000 per year

You may be eligible to apply for a student loan from Student Finance. Please see our [Tuition Fees](#) page for more information.

EQUIPMENT & ACTIVITIES

We have five floors of high specification audio studios, edit suites, dubbing theatres, creative workstations, and computer labs, all equipped with the latest industry standard hardware and software. You may wish to purchase a computer or laptop to use at home.

Ahead of the start of your programme please purchase:

- Arts and crafts materials: £20-£50

You may find it beneficial to invest in additional equipment and/or study resources to support your learning. Example costs are:

- External hard drive or USB 64GB: £20-£50

