

# 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 in the field of game audio since 2009.

Futureworks boasts incredible studios and facilities, all available to you throughout your studies. No matter what style or genre you prefer to work in, we have the right combination to meet your creative and technical 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

**Game Engines** (20 credits) – This module provides you with the essential skills to work with game engines, focusing on implementing and managing audio assets. Using professional game engine software, you will develop your ability to create audio content while learning how to integrate it into interactive environments, setting a strong foundation for a future in game audio production.

**Game Audio Analysis** (20 credits) – This module explores the evolution of audio within a classic video game franchise, examining the impact of technological advancements and changing consumer demands. Through research and analysis, you will gain greater insight into the role of sound in gaming and how it has shaped the work of Game Audio Designers over time.

**Sound Recording** (40 credits) – This module develops essential studio and location recording skills, equipping you with the knowledge to capture high-quality sound for a range of projects. By exploring analogue and digital recording concepts, industry-standard workflows, and modern studio technologies, you will gain the technical expertise needed to manage a recording project from pre-production to final delivery.

**Game Design** (20 credits) – This module introduces you to core game design concepts. Through collaboration with your colleagues, you will explore game structure, meaningful play, and the iterative development process, gaining practical experience in designing, building and testing a playable physical game prototype.

**Digital Audio Workstations** (20 credits) – This module introduces the Digital Audio Workstation (DAW) as the foundation of modern recording, editing, and mixing. You will develop essential skills in non-linear and non-destructive editing while mastering key techniques for efficient workflow management. Applying theory to practice will enhance your technical proficiency and elevate the standard of your practical work throughout the course.

### YEAR 2

**Sound Design** (40 credits) – This module equips you with the technical and creative skills to craft high-quality game audio assets, to form part of your sound effects library and contribute to designing sound for full cinematic soundscapes. You will learn how to produce immersive sound that can enhance gameplay and promotional content, as well as providing content to promote your skills and creative development through showreels and portfolios.

**Engines & Middleware** (40 credits) – This module takes your game engine work and scripting to the next level. You will gain practical experience of working with middleware to create dynamic and interactive soundscapes, introducing more advanced sound manipulation and real-time audio control beyond the built-in capabilities of a game engine.



**Adaptive Music** (20 credits) – Focuses on adaptive music as a way to mirror or drive gameplay. This module explores adaptive music as a key component in video games, developing your composition and arrangement skills to create dynamic soundtracks designed to respond to player interaction. Exposing you to horizontal and vertical scoring concepts, building upon your knowledge of these dedicated, career specific tools and techniques.

**Career Research Project** (20 credits) – This module promotes an independent, student-led approach to learning, where you'll design and execute a research project on a negotiated topic. You'll enhance your research and academic writing skills, under the guidance and support of your tutors, to produce a final submission that reflects your career interests and strengthens your academic portfolio.

### YEAR 3

**Creative Sound Design** (20 credits) – This module provides you with a platform to test your creativity, inspired by our industry partners. You will be challenged to find interesting and creative media, images and concept art to design sound to, providing alternative versions across different genres and styles. Through experimentation, practice and repetition you will develop strategies to unlock and develop your creativity - attributes in demand by industry.

**Technical Sound Design** (20 credits) – Expanding your knowledge and experience of alternative middleware applications and design tools, this module lays the foundation for a career as a Technical Audio Designer. Building on existing workflow and techniques by exploring other applications widely used in industry, enhances your adaptability and employability.

**Engines & Middleware Integration** (20 credits) – This module equips you with the advanced skills needed to integrate middleware with game engines, design dynamic audio systems, and script interactive events. By blending creative and technical expertise, you will develop comprehensive audio solutions, in preparation for careers in game audio.

**Professional Portfolio** (20 credits) – Designed to support career growth, this module provides a platform to refine and present your professional portfolio, showcasing work as part of a strategic plan to maximise networking and attract future employment opportunities.

**Honours Project** (40 credits) – This module provides a platform for you to specialise, to showcase your best work focused on your chosen career path, and in turn your readiness for employment or further study. You will engage in tutorial discussions to support you as an individual, in developing content, consolidating 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 you to establish, practice and develop your work using professional level hardware and software. Relevant hardware and software training will be provided during studio, workshop, and lecture sessions to support 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 you 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 and technical work, with an emphasis on practical submissions accompanied by presentations and written work in the form of supporting documentation, reflective journals 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:

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

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 2TB: £50-£100
- Headphones (£50 - £100)

