All of the University's courses are changing during the second study block (term) of the 2020/21 academic year. As a result of the COVID-19 Social Distancing requirements, all courses will be delivered using a blended learning approach, combining physical access to our campus and facilities with increased use of our virtual learning envrionment and other digital tools (e.g. Lectures and seminars being delivered via Microsoft Teams). In addition all assessments have been adapted to allow them to be submitted online.

This document provides more details about how the modules that make up your course have been adapted in light of the Pandemic. If you have any questions on the changes, you can contact the Course Leader.

Department: **Games Academy**   **Updated:**   Thursday, December 10, 2020

Module	Course(s)	Level (year)	Change(s)
COMP140	BA(Hons) Game Development: Programming;BSc(Hons) Computing for Games;BSc(Hons) Immersive Computing;	First year (level 4)	Workshops will be delivered in a hybrid fashion. Some students will be on campus but the content and activities will be available synchronously online. We have increased the length of workshops to accommodate the time needed in hybrid settings. The workshops are also spread across the module as it was felt that frontloading the skills acquisition meant the students had forgotten a lot of the processes when it came to applying them for their final project. Lectures will be pre-recorded (asynchronous)
COMP220	BSc(Hons) Computing for Games;BSc(Hons) Immersive Computing;	Second year (level 5)	The module content is unaltered, with the following modifications to delivery: * Lectures will be asynchronous pre-recordings * Programming workshops will be hybrid on-site/online (Teams meetings) sessions * Portfolio development workshops will be a combination of Teams meetings and asynchronous forum activities * All other sessions (seminars, peer feedback etc.) will be run on Teams The assessment format (a software artefact with web-page report and poster) will be identical, with vivas conducted online.

COMP250	BSc(Hons) Computing for Games;BSc(Hons) Immersive Computing;BA(Hons) Game Development: Programming;	Second year (level 5)	Technical content, previously delivered in lectures, will now be delivered as pre-recorded videos. Workshops and project supervision sessions will take place online on Teams but will otherwise be unchanged from previous years. Poster presentation sessions, which are jointly taught with COMP140, COMP210, COMP220 and COMP260, will take place online using the MURAL online collaboration platform. Other than the change to the poster sessions, assessments remain unchanged and will be submitted online as in previous years.
COMP260	BA(Hons) Game Development: Programming;BSc(Hons) Computing for Games;BSc(Hons) Web Development;	Second year (level 5)	No changes have been made.
COMP360	BSc(Hons) Computing for Games;	Third year (level 6)	The structure of the module, the learning outcomes, and the assessments are unaffected. Timetabled meetings with project supervisors and timetabled seminar sessions will instead take place online via Microsoft Teams. Lectures will be replaced with videos/activities that can be watched/completed on our LearningSpace virtual learning environment. The workshops will remain an on-campus face-to-face activity. However, they will instead be delivered as intensives. Additionally, the final project presentations will also remain an on-campus face-to-face activity.
COMP704	MSc Artificial Intelligence for Games;	PGT (level 7)	Due to the unknown COVID situation next term, most sessions are scheduled as online activities. The material will be scheduled mostly as online meetings, with the exception of the journal club. Lectures will be async material which you will be able to explore at your own pace. No changes to the assessment are planned.

GAM130	BA(Hons) Game Development: Design;	First year (level 4)	Module delivery will be largely un-altered beyond the need to move previously in-person content to online via either Teams meetings or Live Events. The intention is to retain the structure that was previously in place but to deliver the content synchronously.
GAM140	BA(Hons) Game Development: Design;	First year (level 4)	Module delivery is largely unaltered, with workshops and crits run on Teams.
GAM230	BA(Hons) Game Development: Design;BA(Hons) Game Development: Writing;BA(Hons) Game Development: Audio;	Second year (level 5)	The planned delivery remains the same, but with lectures, seminars and workshops run on Microsoft Teams. Both Assignments will be submitted online as normal. We are still looking into ways to have local in person seminars where possible, though this will be dependent on government advice.
GAM240	BA(Hons) Game Development: Animation;BA(Hons) Game Development: Art;BA(Hons) Game Development: Audio;BA(Hons) Game Development: Design;BA(Hons) Game Development: Programming;BA(Hons) Game Development: Writing;	Second year (level 5)	Module delivery is largely unaltered, but with workshops and weekly supervisor meetings taking place on Teams. Supervised Studio Practice will be in person in the studio (with individual exceptions possible for health-related reasons).
GAM241	BA(Hons) Game Development: Animation;	Second year (level 5)	Delivery has switched to online although assesment remains the same. Sessions remain largely the same, with a large portion of the teaching delivered in a synchronus session, supported by pre and post session videos

GAM310	BA(Hons) Game Art;BA(Hons) Game Development: Animation;BA(Hons) Game Development: Art;BA(Hons) Game Development: Audio;BA(Hons) Game Development: Design;BA(Hons) Game Development: Programming;BA(Hons) Game Development: Writing;	Third year (level 6)	Module content is broadly the same but delivery has changed in two major ways: 1. All content will be delivered online via Teams live events and tutorials will be held via Teams Meetings 2. GAM310's sessions have been retimetabled to be frontloaded in the early portion of the term i.e. the first 5 weeks of term to respond to feedback and attendance from previous years. The essay assessment for this module will be submitted in exactly the same way.
GAM330	BA(Hons) Game Development: Animation;BA(Hons) Game Development: Art;BA(Hons) Game Development: Audio;BA(Hons) Game Development: Design;BA(Hons) Game Development: Programming;BA(Hons) Game Development: Writing;BA(Hons) Game Art;BSc(Hons) Computing for Games;	Third year (level 6)	The module is largely un-altered, the Lectures will run online via Teams. Supervisor meetings and Crits will also run on Teams. Lastly, Supervised Studio Practice will have an in-person element which can also be joined via a Teams Channel.

GAM704	MA Game Design;	PGT (level 7)	The planned delivery remains the same, but with lecture, seminars and workshops run on Microsoft Teams Both Assignments will be submitted online and Assignment 2 (a working prototype experimental game/detailed design) will need to also be capable of being delivered digitally. The exact method used will be up to a discussion with the tutor as to how best to accomplish this. There is however still scope for non digital games providing the delivery method is discussed and arranged in advance. We are still looking into ways to have local in person seminars where possible, though this will be dependent on government advice.
GART140	BA(Hons) Game Art;	First year (level 4)	Module delivery is largely un-altered, with lectures taking place live and workshops/seminars run on Teams. Studio practice is also being provided with staff members from a range of disciplines to allow GART students the benefit of these sessions. Assessments are unaltered.
GART150	BA(Hons) Game Art;	First year (level 4)	Module delivery for GART150 is un-altered. The only change comes in streamlining the submission process, where instead of two assignments (80% Portfolio and a 20% Journal), you will now have just a single 100% Portfolio assignment with only one deadline
GART160	BA(Hons) Game Art;BA(Hons) Game Development: Art;	First year (level 4)	Module delivery is un-altered, but lectures will be pre-recorded and seminars/workshops will be run on teams. Assessment also had a component for VR last year. This will be removed as students will require equipment from the Uni to wear, which is not appropriate at this time.

GART250	BA(Hons) Game Art	Second year (level 5)	Module content will be unaltered, but will be delivered online through teams due to Covid restrictions.
GART704	MA Game Art;	PGT (level 7)	Module un-altered, but sessions will take place through a combination of face to face and online sessions through teams. Lectures will be pre-recorded