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 national lockdown, all
courses will be delivered using an online approach, using of our virtual learning environment 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: **The Games Academy**

Module	Course(s)	Level (year)	Changes
COMP140	BA(Hons) Game Development: Programming;BSc(Hons) Computing for Games;BSc(Hons) Immersive Computing;	First year (level 4)	The structure of the module and the learning outcomes are unaffected by the national lockdown and other policies in response to the COVID-19 pandemic. However, the assigned coursework task has been broadened to permit creative computing projects that are not reliant on access to hardware and can be demonstrated using appropriate apps (e.g. Autodesk TinkerCAD). All timetabled sessions (e.g., workshops, programming tutor meetings, and peer reviews) will instead take place online via Microsoft Teams. Lectures will be replaced with videos and activities that can be watched or completed asynchronously, at your convenience, through our LearningSpace virtual learning environment. Should it become possible, the workshops will return to campus in a hybrid fashion (both online and on-campus concurrently), but if not they will instead continue to take place online via Microsoft Teams. Additionally, if possible, the poster demonstration component of the development report will return to campus, but if not it will take place using an online collaboration platform (e.g. MURAL). We are looking at how we arrange and organise assessment to enable online learning. This is being "built in" to module roadmaps and the timetable, with revisions being highlighted to students in the first week of the study block.

COMP220	BSc(Hons) Computing for Games;BA(Hons) Game Development: Programming;	Second year (level 5)	The structure of the module, the learning outcomes, and the assessments are unaffected by the national lockdown and other policies in response to the COVID-19 pandemic. However, all timetabled sessions (e.g., workshops, supervision meetings, portfolio critiques, and peer reviews) will instead take place online via Microsoft Teams. Lectures will be replaced with videos and activities that can be watched or completed asynchronously, at your convenience, through our LearningSpace virtual learning environment. Should it become possible, the workshops will return to campus in a hybrid fashion (both online and on-campus concurrently), but if not they will instead take place online via Microsoft Teams. Additionally, if possible, the poster demonstration component of the technical report will return to campus, but if not it will take place using an online collaboration platform (e.g. MURAL). We are looking at how we arrange and organise assessment to enable online learning. This is being "built in" to module roadmaps and the timetable, with revisions being highlighted to students in the first week of the study block.
COMP250	BSc(Hons) Computing for Games;BA(Hons) Game Development: Programming;	Second year (level 5)	The structure of the module, the learning outcomes, and the assessments are unaffected by the national lockdown and other policies in response to the COVID-19 pandemic. However, all timetabled sessions (e.g., workshops, supervision meetings, portfolio critiques, and peer reviews) will instead take place online via Microsoft Teams. Lectures will be replaced with videos and activities that can be watched or completed asynchronously, at your convenience, through our LearningSpace virtual learning environment. Should it become possible, the workshops will return to campus in a hybrid fashion (both online and on-campus concurrently), but if not they will instead take place online via Microsoft Teams. Additionally, if possible, the poster demonstration component of the technical report will return to campus, but if not it will take place using an online collaboration platform (e.g. MURAL). We are looking at how we arrange and organise assessment to enable online learning. This is being "built in" to module roadmaps and the timetable, with revisions being highlighted to students in the first week of the study block.

COMP260	BA(Hons) Game Development: Programming;BSc(Hons) Computing for Games;BSc(Hons) Web Development;	Second year (level 5)	The structure of the module, the learning outcomes, and the assessments are unaffected by the national lockdown and other policies in response to the COVID-19 pandemic. However, all timetabled sessions (e.g., workshops, supervision meetings, portfolio critiques, and peer reviews) will instead take place online via Microsoft Teams. Lectures will be replaced with videos and activities that can be watched or completed asynchronously, at your convenience, through our LearningSpace virtual learning environment. Should it become possible, the workshops will return to campus in a hybrid fashion (both online and on-campus concurrently), but if not they will instead take place online via Microsoft Teams. Additionally, if possible, the poster demonstration component of the technical report will return to campus, but if not it will take place using an online collaboration platform (e.g. MURAL). We are looking at how we arrange and organise assessment to enable online learning. This is being "built in" to module roadmaps and the timetable, with revisions being highlighted to students in the first week of the study block.
COMP360	BSc(Hons) Computing for Games;	Third year (level 6)	The structure of the module, the learning outcomes, and the assessments are unaffected by the national lockdown and other policies in response to the COVID-19 pandemic. However, all timetabled sessions (e.g., seminars, meetings with project supervisors, workshops, and peer reviews) will instead take place online via Microsoft Teams. Furthermore, the planned 'intensives' have been reconsidered and will instead be dispersed across the study block as a combination of bite-sized live timetabled activities that you engage with synchronously and learning materials that you engage with asynchronously. Lectures will be replaced with videos and activities that can be watched or completed asynchronously, at your convenience, through our LearningSpace virtual learning environment. In the interest of offering stability, all sessions will continue online for the entirety of the study block except, should it be possible, for the final presentations that conclude the project to be held as an on-campus face-to-face activity. Project supervisors have been granted substantial latitude to support the timely completion of your major individual project and to ensure you have a satisfactory learning experience. To this end, access to space and equipment can and will be conferred on an ad-hoc case-by-case basis, subject to thorough needs analyses and risk assessments. We are looking at how we arrange and organise assessment to enable online learning. This is being "built in" to module roadmaps and the timetable, with revisions being highlighted to students in the first week of the study block.
COMP704	MSc Artificial Intelligence for Games;	PGT (level 7)	The structure of the module, the learning outcomes, and the assessments are unaffected by the national lockdown and other policies in response to the COVID-19 pandemic. However, all timetabled sessions (e.g., seminars, workshops, and peer reviews) will instead take place online via Microsoft Teams. Lectures will be replaced with videos and activities that can be watched or completed asynchronously, at your convenience, through our LearningSpace virtual learning environment. Should it become possible, the workshops and journal clubs will return to campus in a hybrid fashion (both online and on-campus concurrently), but if not they will instead take place online via Microsoft Teams. The arrangement and organisation of assessment remains unchanged as it's already suitable for online learning.

GAM130	BA(Hons) Game Development: Design;	First year (level 4)	odule 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. We are looking at how we arrange and organise assessment to enable online learning. This is being "built in" to module roadmaps and the timetable, with revisions being highlighted to students in the first week of the study block.
GAM140	BA(Hons) Game Development: Design;	First year (level 4)	Module delivery is largely unaltered, with workshops and crits run on Teams. The arrangement and organisation of assessment remains unchanged as it's already suitable for online learning.
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. From weeks 1 - 4, the module will be delivered online. We are still looking into ways to have local in person seminars where possible, though this will be dependent on situation after the latest lock down. The arrangement and organisation of assessment remains unchanged as it's already suitable for online learning.
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; BSc(Hons) Computing for Games; BSc(Hons) Immersive Computing;	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 online in weeks 1 -4. We will examine if we can return to in-person studio practice (with individual exceptions possible for health-related reasons), once the latest lockdown ends. We are looking at how we arrange and organise assessment to enable online learning. This is being "built in" to module roadmaps and the timetable, with revisions being highlighted to students in the first week of the study block.
GAM241	BA(Hons) Game Development: Animation;	Second year (level 5)	Delivery has switched to online although the sessions remain largely the same, with a large portion of the teaching delivered in a synchronus session, supported by pre and post session videos. The arrangement and organisation of assessment remains unchanged as it's already suitable for online learning.

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. The arrangement and organisation of assessment remains unchanged as it's already suitable for online learning.
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. Supervised Studio Practice will run online in weeks 1 - 4. We will examine if we can return to in-person studio practice (with individual exceptions possible for health-related reasons), once the latest lockdown ends. We are looking at how we arrange and organise assessment to enable online learning. This is being "built in" to module roadmaps and the timetable, with revisions being highlighted to students in the first week of the study block.
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. We are looking at how we arrange and organise assessment to enable online learning. This is being "built in" to module roadmaps and the timetable, with revisions being highlighted to students in the first week of the study block.

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. We are looking at how we arrange and organise assessment to enable online learning. This is being "built in" to module roadmaps and the timetable, with revisions being highlighted to students in the first week of the study block.
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. We are looking at how we arrange and organise assessment to enable online learning. This is being "built in" to module roadmaps and the timetable, with revisions being highlighted to students in the first week of the study block.
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. The arrangement and organisation of assessment remains unchanged as it's already suitable for online learning.
GART704	MA Game Art;	PGT (level 7)	Due to the lockdown GART704 will move to online delivery. If the restrictions are eased and changes are possible we will look to move to blended delivery. The taught content and assignments will remain the same
COMP210	BSc(Hons) Computing for Games;BA(Hons) Game Development: Programming;	Second year (level 5)	The learning outcomes and the assessments are unaffected by the national lockdown and other policies in response to the COVID-19 pandemic. However, general access to the immersive lab has been revoked. This means the structure of the module has had to change so that it can be delivered online, placing less emphasis on novel immersive technologies to instead focus on those technologies which are readily available and suitable for home use (e.g., consumer head-mounted displays, mobile augmented reality, computer vision, etc.). Students should correspond with the module leader to discuss their equipment requirements and devise suitable mitigations. Furthermore, all timetabled sessions (e.g., workshops, supervision meetings, portfolio critiques, and peer reviews) will instead take place online via Microsoft Teams. Lectures will be replaced with videos and activities that can be watched or completed asynchronously, at your convenience, through our LearningSpace virtual learning environment. Should it become possible, the workshops will return to campus in a hybrid fashion (both online and on-campus concurrently) and dedicated access to the immersive lab will be restored, but if not workshops will instead take place online via Microsoft Teams and equipment mitigations will continue. Additionally, if possible, the poster demonstration component of the technical report will return to campus, but if not it will take place using an online collaboration platform (e.g. MURAL). We are looking at how we arrange and organise assessment to enable online learning. This is being "built in" to module roadmaps and the timetable, with revisions being highlighted to students in the first week of the study block.

| VR220 | BSc(Hons) Immersive Computing, BA(Hons) Creative Virtual Reality | Second year (level 5) | The learning outcomes and the assessments are unaffected by the national lockdown and other policies in response to the COVID-19 pandemic. However, general access to the immersive lab has been revoked. This means the structure of the module has had to change so that it can be delivered online, placing less emphasis on novel immersive technologies to instead focus on those technologies which are readily available and suitable for home use (e.g., consumer head-mounted displays, mobile augmented reality, computer vision, etc.). Students should correspond with the module leader to discuss their equipment requirements and devise suitable mitigations. Furthermore, all timetabled sessions (e.g., workshops, supervision meetings, portfolio critiques, and peer reviews) will instead take place online via Microsoft Teams. Lectures will be replaced with videos and activities that can be watched or completed asynchronously, at your convenience, through our LearningSpace virtual learning environment. Should it become possible, the workshops will return to campus in a hybrid fashion (both online and on-campus) and dedicated access to the immersive lab will be restored, but if not workshops will instead take place online via Microsoft Teams and equipment mitigations will continue. Additionally, if possible, the poster demonstration component of the technical report will return to campus, but if not it will take place using an online collaboration platform (e.g. MURAL). The Head of Subject is granted substantial latitude to support students who are taking this module as part of (or alongside) a work placement. To this end, requests will be considered on an ad-hoc case-by-case basis, subject to thorough needs analyses and risk assessments.

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