

GAME DEVELOPMENT: DESIGN AT FALMOUTH

Welcome to Game Development: Design at Falmouth.

We're getting in touch with some important information about your course as you prepare to join us. At the end of this letter, you will also find information about how you can make sure your skills and knowledge are of a standard whereby you will be able to hit the ground running from day one.

At the back of this letter there is also a list of equipment that you should bring with you, as well as any other costs that you might incur throughout your course.

Some of your academic experience will be online. Across the institution, we are committed to delivering only around 10% or less of the teaching on our courses online. However, to engage in the digital learning activity, you will need a laptop to access the platforms and tools we use. You will be provided with free access to the Microsoft Office suite, (including Word, Excel and PowerPoint) while you study at Falmouth.

If you are worried about being able to afford any equipment, additional financial support may be available through the Falmouth University Hardship Fund. Further details on how to apply can be found on the website at falmouth.ac.uk/study/student-funding/hardship-fund

While you are doing your projects at university, you can engage with our community online. Join our Discord and introduce yourself: link.falmouth.games/discord

Over the summer, if you have any questions, you can join the Student Mentor team on Facebook to talk about the course, living in Cornwall and what to expect at Falmouth. Our mentors are already studying on your course, so ask them anything you like. Find them at falmouth.ac.uk/experience/new-students/mentoring. If you're not on Facebook, you can still speak to a Student Mentor. Email your name and your course to: studentmentors@falmouth.ac.uk and they will be in touch.

Over the next few weeks, we'll email you more important information about your course and life at Falmouth. If you're going to be away or out of contact, make sure you ask someone to check your emails and reply on your behalf.

We know there is a lot to think about before you start at university. So, we're here to help. If you have any questions, just get in touch with Applicant Services on 01326 213730, use LiveChat on our website or email applicantsservices@falmouth.ac.uk

Finally, we wish you an enjoyable summer and we're looking forward to welcoming you to Falmouth in September.

Yours sincerely,



Brian McDonald

Head of Games, **Games Academy**
Brian.McDonald@falmouth.ac.uk

Getting started

Your offer

If you have a conditional offer, your place is subject to meeting those conditions. This means we're waiting to receive your results or some more information before your place can be finalised. You can see these conditions using UCAS Track track.ucas.com/

If you need to ask us anything about your offer, get in touch with our Applicant Services team on 01326 213730, use LiveChat on our website or email applicantsservices@falmouth.ac.uk

Enrolment and Student Terms & Conditions

You'll get an email two weeks before the start of term telling you how to enrol online. You'll need to enrol before the first day of term to officially register as a student of Falmouth University and receive your undergraduate student loan.

When you enrol, you'll need to agree to and comply with the University's Student Terms & Conditions. These Terms & Conditions are important, and we encourage you to read them carefully, before enrolling. You can find them under 'Student Terms & Conditions' on our website www.falmouth.ac.uk/student-regulations

Tuition fees (per year)

2022-2023 full-time UK: £9,250

2022-2023 full-time International: £17,460

Step into Falmouth induction sessions

These online workshops are designed to provide advice and guidance on settling into university life.

The live sessions are scheduled to take place across six weeks in July and August. Some of them will also be recorded so you can watch them back at a time that suits you. More information can be found at falmouth.ac.uk/experience/new-students/step-into-falmouth

Term dates

You can find our term dates on the website at falmouth.ac.uk/experience/term-dates/term-dates-2022-23

Teaching and assessment will be throughout the full 15 weeks of the study blocks.

Your timetable

Your academic timetable shows all scheduled learning activities and your course timetable. It will be published in early September. After you've enrolled, you can view it via the Student Portal at falmouth.myday.cloud/ or the Falmouth University App. You can download the app by searching the Google Play Store or Apple Store.

Welcome Week

Induction week starts on Monday 12 September.

Your timetable will show you where you need to go and when on Monday 12 September and throughout the week.

This is the week when you'll meet your course mates, course tutors and University staff. There will be important inductions to both your course and the wider University facilities and services, in addition to social activities organised by the University and Students' Union.

Pre-course preparation

The key thing is to get yourself ready by arranging your resources and getting underway with a summer sketch book/visual journal of drawings, notes, collage, ephemera and so on. This is an **optional task**, although the process is very common for artists, creatives and designers, and is something you will adapt throughout your professional working life. We will talk about ways to develop ideas and record your thinking once we are underway on the IFY, and this can be a great way to get started early and to share some of your creative and gaming interests with us when you arrive.

A simple A4 or A5 hard-back plain sketch book will cost around £5-£10 and will allow you to draw and to record visits, observations, collect memorabilia or other creative ephemera gathered day to day. Sketchbooks also allow you to capture ideas and aspects of the world around you that may impact on your views and understanding of creative practice, gaming and the wider creative landscape. Do lots of drawing of characters, landscapes, and environment studies. It's important to start getting used to drawing and painting in art software like Photoshop (£16.24/month through educational licensing) or Sketchbook Pro (free). Also, it would be beneficial to download the free trial of Autodesk Maya and work through its tutorials.

It is a good idea also to start a creative Instagram feed, where you can record and share your creative practice, this can become a useful archive of your developing thinking and notes and should be a different IG feed from one you may already have about your social life.

For BA Year 1 (*** IFY students – you can get ahead of the curve and start looking at this also**) - Many students want to know what we'd recommend they do to be properly prepared for the course. The primary tool we will be using in the first term of the degree is Unity. Regardless of which route you are on in the course, you should download and begin to familiarise yourself with this software as soon as you can. It's free and the tutorials are located at unity3d.com/learn/tutorials/modules - We'll be expecting students to have undertaken several of the beginner level Unity tutorials, to hit the ground running with the software at the start of the BA Year 1. The more familiar you are with this software, the easier you will find the course.

Developing and keeping up to date with the software is something we never stop expecting students to do. You can work towards this on the IFY.

Suggested reading/watching/playing

Watch animation. It is important that you challenge yourself to vary your watch lists and look at animation content from all around the world and across a variety of styles from the classic movies to the present day. Exploring the current trends will help you get a sense of what is possible in the production of animation and how you can prepare your knowledge ready for your studies.

Invest time in building your creativity - continue learning and looking for opportunities to see the world around and express it through any medium you like such as photographs, drawing and story. You can never do enough observation and drawing so practice, practice, practice.

Play a wide range of games and lots of bad games, explore indie games and play lots of genres – even those you don't like – and play board games and card games too.

Widen your experiences, the types of media you consume and the culture you think about and relate everything back to games. Carry a notebook. Draw diagrams. Sketch images. Jot down rules. Whenever you see or do anything ask yourself "How could I make a game out of this?"

Materials and equipment list and costs

Essential

The latest advice about which computers we recommend you buy for your course is available here: link.falmouth.games/computer-advice

Global supply chain issues are having an impact on the prices of computers, which means you don't get as much for your money now than would usually be the case. However, you will have access to machines with a very high specification in our studios, where you'll be expected to do most of your work.

Headset with Microphone

You will need a headset with a microphone for some classes. We recommend purchasing a high-quality headset for your comfort. Manufacturers such as *Sennheiser*, *Razer*, *HyperX* and *Corsair* are rated highly by our current students. These can cost between £30 - £150.

Webcam

You will need a webcam in some teaching. Manufacturers such as *Logitech*, *Microsoft*, and *Razer* are rated highly by our current students. These can cost between £25 - £100.

Internet Access

It is important that you secure sufficient access to the Internet as some materials are made available to you through our virtual learning environment. We recommend a fibre broadband connection if available, but a minimum of at least 5Mbps will be suitable for livestreaming content.

If you have further questions, need more detailed advice or would like us to check the suitability of a particular model, then please email games.support@falmouth.ac.uk

Reading list and costs

Optional

As we'll be studying games and the theory of games studies as well as making them, these books are relevant:

King, G. and Krzywinska, T., 2005. *Tomb raiders and space invaders*. IB Taurus. RRP £19.00.

Suits, B., 1978. *The Grasshopper: games, life and utopia*. Broadview Press. RRP £15. (Get the 2005 edition with the green cover if you can, it has lovely illustrations)

Salen, K. and Zimmerman, E., 2003. *Rules of play: game design fundamentals*. MIT Press. RRP £30.00

Macklin, C. and J. Sharp. 2016. *Games, Design and Play: A Detailed Approach to Iterative Game Design*. RRP £30.00

Keith, Clinton. 2010. *Agile Game Development with SCRUM*. RRP £42.99

We recommend familiarising yourself with these websites, often used in the wider game development world:

Gamesindustry.biz: www.gamesindustry.biz/

Well Played Journal: <https://press.etc.cmu.edu/well-played>

Gamasutra: www.gamasutra.com/

GDC Vault: www.gdcvault.com/