FALMOUTH
UNIVERSITY

WELCOME TO ARTIFICAL INTELLIGENCE AT FALMOUTH.

Dear [NAME]

Welcome to Artificial Intelligence at Falmouth.

We're getting in touch with some important information about your course. 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.

This is the beginning of an intellectually stimulating course and your journey to become a successful Game Development professional. We have worked with games industry veterans, pioneering game educators, and world-leading researchers, to prepare a rigorous and comprehensive curriculum for you. The course is tailored to maximise your employability; whether this will be at an AAA games studio, an Indie developer, your own start-up company or as a freelance content producer.

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.

Your academic experience will be predominantly in person with some courses using a small amount of digital resources to support your learning. To engage in the digital learning activity, although you will be able to access IT suites on campus, you will benefit from 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 eligible for a loan from Student Finance and have not yet applied, please do so immediately to ensure the loan is approved before you enrol. Once you enrol you are liable for the tuition fees. You can find more information from the Student Loans Company at: www.gov.uk/government/organisations/student-loans-company Advice on managing your finances whilst studying can be found on the University's website here: falmouth.ac.uk/study/student-funding/how-much-does-it-cost

Over the summer, you can join our Step into Falmouth Sessions. These online workshops are designed to provide advice and guidance on settling into university life. They are scheduled to take place across three weeks in July and August. Some of them will also be also 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

Over the summer, if you have any questions, you can join the Student Mentor team on Discord 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. Alternatively, 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.

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

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 +44(0)1326 213730, use LiveChat on our website or email applicantservices@falmouth.ac.uk

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

Yours sincerely,

Dr Joseph Walton-Rivers
Computing Course Lead (undergraduate)
joseph.waltonrivers@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 the Falmouth Applicant Portal

If you need to ask us anything about your offer, get in touch with our Applicant Services team on +44(0)1326 213730, use LiveChat on our website or email applicantservices@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 student loan, if you've applied for one.

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)
£8,950 per year - full-time UK
£17,460 - full-time EU/international

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.

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 also 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-2023-24

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

You'll begin your course on **Monday 25 September 2023.**

Your timetable will show you where you need to go and when on Monday 25 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.

Pre-course preparation

Game Programming Project: **Essential**
The course will primarily focus on developing your practical problem-solving and programming skills, alongside fundamental knowledge of agile project management, computer science, mathematics, and artificial intelligence. There will be considerable emphasis on the challenges and opportunities presented by artificial intelligence in the context of multidisciplinary studio-based development of digital games. It is anticipated that you are a competent programmer, so the course will immediately focus on practical development and implementation of AI techniques. However, you may not have used the programming languages and tools that are typically used in the games industry. As such, you should familiarise yourself with these languages and tools (C# with Unity, C++ with Unreal, and Python with PyGame) prior to your arrival.

Some free online resources are:

C#:   www.codecademy.com/learn/learn-c-sharp
C++:   www.learncpp.com
Python: www.learnpython.org
Unity: learn.unity.com
Unreal: docs.unrealengine.com/en-us/Resources
PyGame: link.falmouth.games/pythontutorial

You are also encouraged to watch:

Computing: www.youtube.com/user/computerphile
Mathematics: www.youtube.com/user/numberphile
Game Maths: www.youtube.com/user/BSVino

The best way to learn a programming language or tool is to use it. Therefore, you are strongly encouraged to devise and work on a project to hone your skills prior to your arrival. A suggested first project is to re-imagine a classic 1980s arcade game and implement it using Unity, Unreal, and/or PyGame.

Reading: **Recommended**
Prior to your arrival, you should consider reading:

Russell, S. and Norvig, P., 2016. *Artificial Intelligence: A Modern Approach, Third Edition*. Pearson, Upper Saddle River, NJ. RRP £56.

Yannakakis, G. & Togelius, J., 2018. *Artificial Intelligence and Games*. Springer, New York, NY. RRP £21.

Keith, C., 2010. *Agile Game Development with Scrum*. Addison-Wesley, Boston, MA. RRP £43.

Electronic copies of books will be significantly cheaper than physical copies. Some have been released online by authors as free PDF documents. As such, the cost of book purchases should not exceed £120 and can be significantly less.

Recommended
Since we'll be studying games 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.

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

Bond, J.G. 2018*. Introduction to Game Design, Prototyping, and Development from Concept to Playable Game with Unity and C#*. Upper Saddle River, NJ: Addison-Wesley. RRP £32.

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

Course materials and equipment costs

Essential
You will need access to your own private personal computer to be able to put in the computer programming practice that is needed to become a computing professional.

A suitable personal computer for this course will likely cost around £1500. 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 computer components due to the limited supply of computer chips, which means you don't get as much for your money at the moment 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