

HE07C Person Specification

TO BE SENT TO THE STUDENT IN ADVANCE OF INTERVIEW

Course Title	HNC/HND Creative Media Production (Game Development)
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1.	<p>Course Details</p> <p>To be a student of TEC Partnership based at Scarborough TEC studying the course Computing (Cyber Security) validated by Pearson.</p> <p>The validation document which describes the programme is published on the Scarborough TEC website https://scarboroughtec.ac.uk/he-course/hnc-creative-media-production-game-development/ and is version 1.3.</p> <p>For the HNC you will be required to complete eight 15 credit modules, and for the HND you will be required to complete a further six 15 and one 30 credit modules.</p>
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2.	<p>Student Activities</p> <p>Complete academic work individual with guidance to understand and develop skills in game design and development.</p> <p>Work in diverse groups of students with a collaborative spirit, with generosity of learning and respect.</p> <p>Act as a professional during the course, especially when dealing with clients and colleagues.</p> <p>Attend sessions normally between 09:00 and 17:00 hours for any of the 5 days per week as specified on your timetable.</p> <p>Be available to attend lectures and sessions and complete work throughout the TEC Partnership Term Dates specified on the TEC Partnership website.</p> <p>To attend lectures and sessions on the specified days and maintain attendance above TEC Partnership minimum expectations of 90%;</p> <p>Complete up to 39 hours a week work towards your qualification made up of a range of contact delivery, set work and work towards assessments.</p> <p>Have student finance or other means to pay for the course in place before enrolment.</p> <p>Take all reasonable steps to comply with the policies and procedures of TEC partnership.</p>
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3.	<p>Following full engagement in the programme, and upon its successful completion, students will:</p>
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Develop a knowledge and critical understanding of digital games creation through all stages from pre- to post-production, using key processes and ways of conceptualising creativity and authorship, adhering to professional codes of practices and legal and ethical frameworks.

Analyse, understand and express creative process and develop the use of narrative and meaning, exploring audio visual and verbal conventions and evaluating the ways game technology makes possible particular forms and effects.

Produce and reflexively evaluate games for a range of aesthetic reasons, with consideration of conventions, following professional and occupational codes of practice.

Using a range of established techniques, research effectively and critically evaluate the results, using them to influence or embedding them into game products appropriately.

Critically appraise public debate related to the creative digital media industry and how a range of attitudes and values impact on this sector and its products.

Through experimentation, reflective practice and professionalism, produce a range of creative game products which employ sound, images and the written word through various forms of aural, visual, audio-visual, sound and digital media, with the results being distinctive, imaginative and original.

Work independently and in teams demonstrating self-management, positive interactions and successful project management, effectively communicating information, arguments and analysis in a variety of forms to specialist and non-specialist audiences.

Develop a detailed understanding of how work is organised in the games industry, how different organisations operate, communicate and are managed, and how work is carried out individually and collaboratively, with personal responsibility and decision-making.

Appreciate and apply the legal, ethical and other regulatory frameworks relevant to game products and the industry, including intellectual property.

Critically analyse the history, present and potential technological changes in the future which impacts games, and the way games are embedded in everyday life and identities.

Qualities	Specific Requirements	Where demonstrated	E	D
Qualifications and Training	80 UCAS points, with a minimum of grade C/4 in GCSE or equivalent qualification in English and Maths.	Application	X	
	Students with non-standard entry qualifications will be assessed at interview and may be set an appropriate piece of work (an essay to test written skills, and a practical task involving digital creativity)	Interview	X	
Specialist Knowledge	Competent use of computers	Interview	X	
Experience	Knowledge and skills gained from a minimum of relevant level 3 study	Application and Interview		X
	and/or knowledge and skills gained from working in the digital game industry.			X
Skills and Attributes	Ability to effectively use of numbers and logic to apply to skills such as programming	Interview	X	
	An ability to clearly communicate through written and verbal methods		X	
	Ability to persevere when faced with challenging circumstances		X	
	Manage own time to work towards multiple tasks to meet multiple deadlines		X	
	Ability to solve large and complex problems using critical thinking skills, logic and creativity		X	
	A professional attitude to computing and understanding of the importance to data		X	
Other	A passion for understanding and developing digital games, rather than just playing them	Interview	X	
	Commitment to 39 hours a week studying		X	

	Availability throughout the academic year and potentially the resit period		X	
	Student finance applied for or appropriate payment plan in place		X	

Qualities identified and determined by: E = Essential D = Desirable