



Cardiff
Metropolitan
University

Prifysgol
Metropolitan
Caerdydd



Undergraduate

Handbook

BSc (Hons) Games Design and Development

Cardiff School of Technologies



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Introduction

Welcome to Cardiff Metropolitan University

Congratulations on starting your Cardiff Met Journey! The Team and I have put together a series of activities and events to help you get to know Cardiff Met, connect with your programme of study, and meet staff and other students.



Welcome Week provides you with the opportunity to settle into Cardiff Met, and to get involved with your programme of study right from the start. During Welcome Week you will be involved in a group project which will provide you with a taste of what you can expect during your studies at Cardiff Met. You will also be able to:

1. Meet your Personal Tutor, Programme Director, and fellow students.
2. Attend social activities and events on campus.
3. Work on a group project and play test the results!
4. Get to know the Cardiff Met campuses and surrounding areas.
5. Find out what services we have available to support you on your Cardiff Met journey.

Welcome week is a little like the tutorial level before the start of the game, we'll give you a tour of the controls and show you enough of how the game works (the mechanics) to get started. We'll provide more information as you require it though the year.

When you arrive for your first day you will meet your Personal Tutor who will provide academic support and guidance during your time of study at Cardiff Met. They will also give you your Cardiff Met student card - as long as you've uploaded your photograph!



Please make sure that you attend the activities planned by your programme during Welcome Week (no skipping the tutorial level,) so you are prepared to start your Cardiff Met journey.

Finally, I hope you enjoy your time studying at Cardiff Met and I look forward to meeting you during Welcome Week.

Yours sincerely,

Dr Simon Scarle

Programme Director

Email: sscarle@cardiffmet.ac.uk



Essential Information

Programme Details

Studying BSc Computer Games Design and Development with us you can expect a focused programme which aims to develop in you the knowledge and skills targeted to specific computer science related roles in the games industry. The innovative course structure has two key themes; the design and development of games as experiences, (the gameplay theme) and the design and development of the game engine and supporting systems (the game engine theme). These are explored through a spiral curricular with each being first introduced then revisited adding detail throughout the course. Introducing both themes from the first year is a key feature of the programme, simultaneously harnessing your desire to make your own games to aid you in gaining an understanding of the supporting concepts and technologies. While studying games with us you have the option to specialise in one of these themes by choosing a pathway (Gameplay, Game Engine, Virtual Reality) or selecting modules from each, tailoring the course to your interests.

Part-Time Students

Whilst full-time students should participate in everything, we recognise you may not be able to do so because of other commitments, and we understand this.

Talk with your Personal Tutor about which activities will be most valuable for you. You will be welcome to join in all events during the week as and when you can. Do, though, ensure that you have registered and completed the required paperwork before attending any events.

International Students

We understand that for international students coming to the UK, adjusting to a new culture, finding somewhere suitable to live, and following new processes and procedures can be quite overwhelming. The Global Student Advisory Service is available to offer friendly advice and support to all international students in relation to welfare concerns,



academic skills, and immigration matters. For more information about the services available, access the links below:

Global Student Advisory Support

[Global Student Advisory Service International Welfare Advice](#)

[Global Student Advisory Service International Academic Advice](#)

[Global Student Advisory Service Immigration Advice](#)

Global Student Advisory Contacts



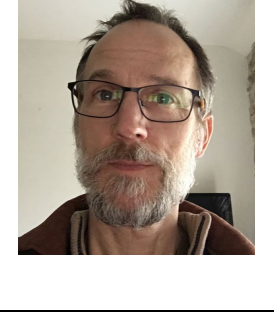

Welfare advice – intstudentadvice@cardiffmet.ac.uk

It is also important that you attend the activities planned for your course during Welcome Week so you get to meet your Programme Director, Tutors, and the rest of your cohort. This will help you to settle into your new environment and make new friends.



Meet the Games Team



	<p>Dr Simon Scarle Programme Director Computer Games Design and Development</p> <p>Senior Lecturer in Games Development (sscarle@cardiffmet.ac.uk)</p>
	<p>Dr Glenn L. Jenkins</p> <p>Programme Director Computer Games Design and Development</p> <p>(gljenkins@cardiffmet.ac.uk)</p>
	<p>Dr Andrew Baker</p> <p>Senior Lecturer in Games Development</p> <p>(abaker@cardiffmet.ac.uk)</p>
	<p>Dr Faizan Ahmad</p> <p>Lecturer in Computer Science</p> <p>(fahmad@cardiffmet.ac.uk)</p>





Ian Smith

Lecturer in Games Development

(ismith@cardiffmet.ac.uk)

For more information on our CST teaching staff and their specialised areas please visit [the website](#).



Summer Task

Sofa Multiplayer

To help kickstart or develop on your own creativity and problem-solving skills, for our Summer 2024 Activity we'd like you to think about the design for a new multi-player game. Multi-player gaming has become very popular, not least through titles like [Fortnite](#) (Epic Games, 2017), [World of Warcraft](#) (Blizzard Entertainment, 2004), [League of Legends](#) (Riot Games, 2009) etc. However, we're looking at a more student focused scenario, a group of friends (perhaps house or flatmates,) sat in a communal living room playing games on a TV. So, we're asking you to come up with a 2D local multi-player game.

The genre, visual style and gameplay are all up to you to decide. There are several reviews of local multi-player games; [PC Gamer 2017](#), [Wired 2020](#) and some sites dedicated listing and rating such games. Some older games can now be played online and many more are reviewed or played though online. Don't worry about how complicated it might be to actually make your game at this point - have fun thinking about your game ideas and what you'd like to put in your game.

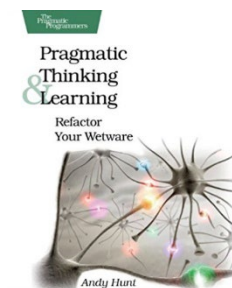
- Consider what type of game it is going to be and write down a brief description of your game concept. Although it's going to be multi-player, what you do within that is up to you! As part of this think about what the player will have to do. How are you going to challenge the players? Include sketches, or if you prefer download or mash-up pictures from existing games that show what you want your game to look like.
- Think about the characters in your game. What do they look like? What can they do? What are their capabilities? Use sketches or download images to show what your characters might look like. If you want to, make a table showing the different skills and capabilities for some of your characters.



- Think about the design for a single level (map, arena, stage) of your game. Again, using sketches or images (even from a tool like Google Maps if you wish!) create an outline for your level, showing what the players have to do and what are the key challenges faced. If you want, you can bring your designs along during Induction Week and we can talk about your ideas and what we (and what you learn on the course) can do to help you make your game! You can also bring your ideas along to our Game Development Workshop.
- Finally, how are you going to manage the screen space, will you use split screen as used in games such as [Drag Race](#) (Kee Games, 1977) , [Portal 2](#) (Valve, 2020), [Mario Kart 64](#) (Nintendo, 1996) etc. or keep the players on a single screen like [ChuChu Rocket](#) (Sonic Team, 1999), [Sonic the Hedgehog 2](#) (Sega, 1992) and [Little Big Planet](#) (Sony Interactive Entertainment Europe, 2008)?

Going further ...

One of the key skills of any Computer Scientist, Software Engineer,



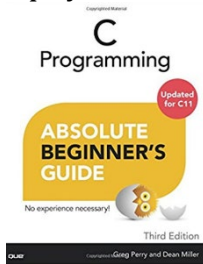
Game Developer or Information Systems expert is problem solving! On your course you'll not only learn about **technology**, but you'll also learn about **ways to solve problems**. One thing you'll learn is that all



modern software development tools and practices are built around trying things out and fixing it if you get it wrong! People who've been in software development for years still make mistakes, so don't worry if you do to! If you'd like to know more about approaches to problem solving check out the book [Pragmatic Thinking and Learning: Refactor Your Wetware](#).



On the course we'll help you learn all about programming and problem solving, even if you've got no experience. However, if you're keen to dip your toes in and try out some programming, check out [C Programming - Absolute Beginners Guide](#). Don't worry if you can't follow everything in the book – we'll be teaching you all about programming when you start in September.



Some of you may prefer something more interactive and for you we recommend learn-c.org. This is an interactive course in C Programming which provides both instruction and the opportunity to experiment via on-line tutorials.



Finally, for those who are enjoy video tutorials, we recommend The New Boston (Bucky Roberts). While his YouTube channel has tutorials on a range of subjects we recommend starting with [these C tutorials](#).



Welcome Week

What to expect

During the week you will complete a project, which you will undertake with a group of other new students from your programme, supported by staff and current students who are on your programme. There will also be lots of help from the other university services, showing some great tools and techniques you can use to make your project a success.

At the end of the week, we will also give you some feedback on the strengths of your group's approach, sharing and celebrating what we have discovered together.

There will be an introduction to your new School and Programme and lots of fun activities to help you meet new people.

You will need to complete a bit of administration and check-in with your programme, so we know who is doing what, and when. You will also need to complete any outstanding enrolment matters, pick up Students' Union cards, and touch base with any specialised support services that you need.

Here's what Cardiff Met students enjoyed about Welcome Week

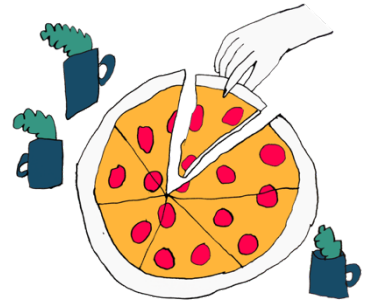
"Helped me settle in and took the pressure off travelling to a new place"

"The group projects to find out about our peers was a nice way of getting to know everyone"

"Helpful to chat informally to the Programme Director and chat about random things to help settle in".



Programme Activities and Projects



We run a regular **Games Development Workshop** where students (and Staff,) can come along and talk about their own game ideas and get help in making their games. This not only builds confidence but provides a space for you to share your ideas and thoughts as well as help build your portfolio which you can take to potential employers. People who pursue games development as a career usually like to play games and come up with their own game ideas, whether this is a nod to an existing game you're playing or an entirely new idea!

This is also an opportunity for those students who would like to make use of specialist hardware usually reserved for project students or those studying specific modules such as Console Development Kits, VR Hardware and SDKs etc.

Social Activities

Did I mention the **Games Development Workshop**? Further information on social activities will also be available in your induction week timetable, which will be provided closer to the start of term.

Freshers' Fayre

The Freshers' Fayre, organised by the [Students' Union](#), is your first chance to meet all our [SU Societies](#), [SU Sports Teams](#) and, of course, a chance to grab all manner of freebies from our commercial partners! The fayre is an all-day event taking place on Wednesday within NIAC on the Cyncoed campus! It is one of the highlights of the Freshers calendar and one of the only times during your university journey that every student from all Cardiff Met Schools will be in the same place!

Head over to the [Cardiff Met Students' Union website](#) for up-to-date information on events, societies, support and more.



Welcome Week Activities

During Welcome Week you will have the opportunity to:

- Attend a welcome meeting with your Programme Director and meet the team, where they will provide an introduction and outline expectations.
- Meet other students on your programme of study.
- Meet your Personal Tutor.*
- Take part in a welcome week project with other students on your programme of study and present the findings from your project to staff and peers.
- Familiarise yourself with the campus.
- Explore what services are available to support you on your learner journey.
- Attend Fresher's Fayre on Wednesday.
- Familiarise yourself with the digital tools you will be expected to use during your studies.
- Take part in a 'wrap up' session, reflect on the week and make sure you know what your timetable is looking like for the first week of teaching.
- Attend the Cardiff Met celebration event on Friday afternoon.

Please note you will find a detailed timetable for your programme of study on the Welcome Week site.

*If you would like to request a Welsh speaking Personal Tutor, please contact the School as soon as possible and we will do our best to accommodate your request. Contact email: CSTAdministration@cardiffmet.ac.uk



Personal Welcome Week Checklist



During Welcome Week you need to make sure that you have:

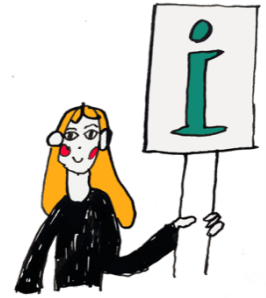
- Found the Games Lab (F0.07)
- Found the Open Learning Lab (OLL) and Nexus
- Found a coffee shop you like
- Completed the enrolment process.
- Collected your student ID card.
- Attended programme activity sessions.
- Attended some social events on campus/online.
- Attended Fresher's Fayre
- Met with your Personal Tutor
- Familiarised yourself with the library and any support services you might need
e.g. Dyslexia or Disability help



Useful Information

New Students Information

The [Course Joining Information website](#) has lots of useful information to help with your planning. Simply select your level of entry on the website to find out more and access your important joining information.



Student Services

[Student Services](#) provide support and guidance, including mental health, disability support, careers advice, information on part-time jobs and money management.

SU Welcome Guide

An interactive guide to help you navigate your journey into and throughout your university life. Take the tour and enjoy each section designed to help you get to know Cardiff Met.

[What you need to know before you go](#)

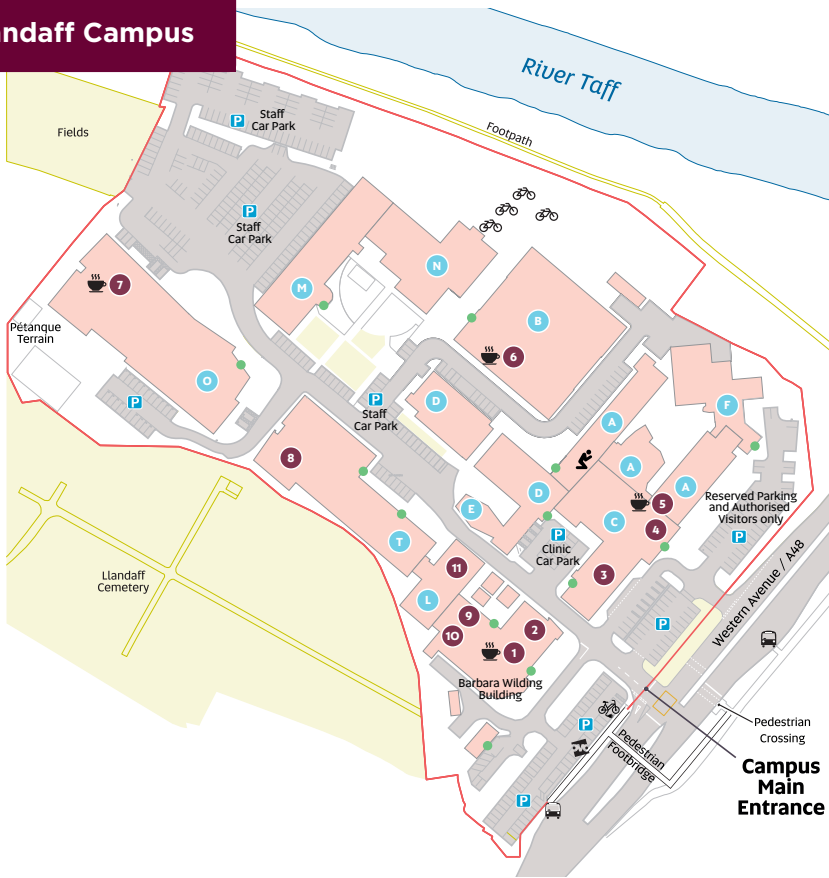


Academic Calendar 2023/24

[Academic Calendar 2023/2024](#)



Llandaff Campus



Key

- | | | |
|------------------------------|----------------------------------|---------------------------|
| 1 The Hub | 8 IT Help Desk (First Floor) | P Parking |
| 2 Cym (First Floor) | 9 The Global Lounge | 🚲 Electric Bikes |
| 3 Podiatry Clinic | 10 Students' Union (First Floor) | 🚲 OVO Bikes |
| 4 Main Reception & i-Zone | 11 Learning Centre | 🚲 Bike Rack |
| 5 The Gallery (First Floor) | ● Building letter | 🚰 Bus Stop |
| 6 The Box Café (First Floor) | ● Building Main Entrance | ☕ Café |
| 7 The Atrium | | 🕌 Multi-faith prayer room |

All our rooms use the same naming formula – *Building Floor . Room Number*. So if you're looking for 01.18, go to building O, climb to the first floor, and find room number 18. Or for B0.10 go to building B, stay on the ground floor and look for room 10. In the naming formula, 'LL' refers to Llandaff.



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Wythnos groeso
Welcome week

2023