Study Plan of BA (Hons) Games Design, TU, UK with CMDT, PSUIC

BA (Hons) Games Design, TU, UK	BSc in Creative Media and Digital Technology	
Study in the Creative Media and Digital Technologies program, PSUIC from Year 1 to Year 3	**1st Year**	
	General Education courses https://shorturl.asia/9byCc	21 credits
	Fundamental courses https://shorturl.asia/O0z17	15 credits
	Core courses https://shorturl.asia/K1CWR	6 credits
	Total	**42 credits**
	2nd Year	
	General Education courses https://shorturl.asia/nkCJx	5 credits
	General Education courses: selected 1 module https://shorturl.asia/JfNmA	1 credit
	General Education courses: Sport https://shorturl.asia/L1snd	1 credit
	General Education courses: selected 1-2 module https://shorturl.asia/aJyen	4 credits
	Fundamental courses https://shorturl.asia/dybRE	9 credits
	Core courses https://shorturl.asia/8UGCi	9 credits
	Core-Elective Courses: selected 2 modules **https://shorturl.asia/qY4j2**	6 credits
	Elective course **https://shorturl.asia/WSNH9**	3 credit
	Total	**38 credits**

BA (Hons) Games Design, TU, UK	BSc in Creative Media and Digital Technology	
Study in the Creative Media and Digital Technologies program, PSUIC from Year 1 to Year 3	**3rd Years**	
	General Education courses: selected 1-2 module *The name list of courses as link attached; https://shorturl.asia/aJyen	2 credits
	Core courses https://shorturl.asia/rSiPz	12 credits
	Core-Elective Courses 142-350 Seminar in Digital Media I 142-358 Seminar in Digital Media II	2 credits 2 credits
	Core-Elective Courses: selected 1 module https://shorturl.asia/qY4j2	3 credits
	Elective course https://shorturl.asia/WSNH9	9 credits
	Free Elective courses: selected 2 modules 142-xxx *Selected from Elective Courses	6 credits
	Internship in Digital Media: (March -June) 142-402 Internship in Digital Media	≥ 300
	Total	**36 credits**

(Final Year) Level: 6 Study at Teesside University, UK			**4th Year**	
Code	Title	Credits	**Study at Teesside University, UK**	
GAD3004-N	Games Project	60 credits		
GAD3005-N	Narrative Design and Integration	30 credits		
GAD3007-N	Beta Arcade	30 credits		
Total of credits		120 credits	Total of credits	116 credits

Transfer of course credits from BA (Hons) Games Design program at Teesside University, UK.
120 credits in TU = 12 credits in PSU
Total of credits 128 credits

COURSE EQUIVALENCY for Dual Degree Study Plan 3+1

Games Design

BA (Hons) Games Design, TU, UK			BSc in Creative Media and Digital Technology PSUIC, TH (4th Year)		
Code	**Name of Course**	**Credits**	**Code**	**Name of Course**	**Credits**
(Final Year) Level: 6			**Core course**		
GAD3004-N	Games Project	60	142-456	Display Design and Exhibition	6((0)-18-0)
			Free-Elective courses		
GAD3005-N	Narrative Design and Integration	30	142-xxx	Selected from Free-Elective Courses***	3((2)-2-5)
GAD3007-N	Beta Arcade	30	142-xxx	Selected from Free-Elective Courses***	3((2)-2-5)
Total Credits		**120**	**Total Credits**		**12**

Remarks: The list of courses and their equivalence in dual degree study plans may be subject to change depending on the approval of the program committee.

***Free Elective Courses:
Students can select courses from the elective courses in the General Education category or choose courses of interest from the elective courses within this program or other programs offered by the International College, Hat Yai Campus. They may also choose courses taught in English from Prince of Songkla University or other universities, both domestic and international.

Courses Description

➢ **Games Project**
You undertake a large-scale project guided by a member of staff, where you produce a substantial piece of work related to your course alongside a written report. You also present and discuss your project. (This is a 60-credit module)

➢ **Narrative Design and Integration**
Explore the theory and integration of games narrative concepts. Investigate elements of storytelling including narration, character creation, story arcs, point of view, voice, tense, cutscene, narrative wash and texture, backstory, storytelling using affordances and signifiers, world building, emergent storytelling, and found text and audio. (This is a 30-credit module)

➢ **Beta Arcade**
Experience working as a member of a games development team, in a setup that is as close to industrial practice as possible. You work in groups to construct a working game demo in a current game engine. You consider standard industry practices that consider multiplayer gaming threats, user safety, cheating and data security. (This is a 30-credit module)