

## Study Plan of BA (Hons) Games Design Top-Up, UON, UK with CMDT, PSUIC

BA (Hons) Games Design Top-Up, UON, UK	BSc in Creative Media and Digital Technology, TH	
<p align="center"><b>Study in the Creative Media and Digital Technologies program, PSUIC from Year 1 to Year 3</b></p>	<b>1<sup>st</sup> Year</b>	
	General Education courses <a href="https://shorturl.asia/9byCc">https://shorturl.asia/9byCc</a>	21 credits
	Fundamental courses <a href="https://shorturl.asia/O0z17">https://shorturl.asia/O0z17</a>	15 credits
	Core courses <a href="https://shorturl.asia/K1CWR">https://shorturl.asia/K1CWR</a>	6 credits
	<b>Total</b>	<b>42 credits</b>
	<b>2<sup>nd</sup> Year</b>	
	General Education courses <a href="https://shorturl.asia/nkCJx">https://shorturl.asia/nkCJx</a>	5 credits
	General Education courses: selected 1 module <a href="https://shorturl.asia/JfNmA">https://shorturl.asia/JfNmA</a>	1 credit
	General Education courses: Sport <a href="https://shorturl.asia/L1snd">https://shorturl.asia/L1snd</a>	1 credit
	General Education courses: selected 1-2 module <a href="https://shorturl.asia/aJyen">https://shorturl.asia/aJyen</a>	4 credits
	Fundamental courses <a href="https://shorturl.asia/dvbRE">https://shorturl.asia/dvbRE</a>	9 credits
	Core courses <a href="https://shorturl.asia/8UGCi">https://shorturl.asia/8UGCi</a>	9 credits
	Core-Elective Courses: selected 2 modules <a href="https://shorturl.asia/qY4j2">https://shorturl.asia/qY4j2</a>	6 credits
	Elective course <a href="https://shorturl.asia/WSNH9">https://shorturl.asia/WSNH9</a>	3 credit
	<b>Total</b>	<b>38 credits</b>

BA (Hons) Games Design Top-Up, UON, UK			BSc in Creative Media and Digital Technology, TH	
<b>Study in the Creative Media and Digital Technologies program, PSUIC from Year 1 to Year 3</b>			<b>3<sup>rd</sup> Year</b>	
			General Education courses: selected 1-2 module *The name list of courses as link attached; <a href="https://shorturl.asia/aJyen">https://shorturl.asia/aJyen</a>	2 credits
			Core courses <a href="https://shorturl.asia/rSiPz">https://shorturl.asia/rSiPz</a>	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 <a href="https://shorturl.asia/qY4j2">https://shorturl.asia/qY4j2</a>	3 credits
			Elective course <a href="https://shorturl.asia/WSNH9">https://shorturl.asia/WSNH9</a>	9 credits
			Free Elective courses: selected 2 modules 142-xxx *Selected from Elective Courses	6 credits
			<b>Internship in Digital Media: (March -June)</b> 142-402 Internship in Digital Media	≥ 300
			<b>Total</b>	<b>36 credits</b>
<b>Stage1 Study at Northampton University, UK</b>			<b>4<sup>th</sup> Year</b>	
<b>Code</b>	<b>Title</b>	<b>Credits</b>	<b>Study at University of Northampton, UK</b>	
CSY4021	Art Director Portfolio, Final Major Project	60		
CSY3044	Design Innovation	20		
CSY3051	Professional Practice in Games	20		
CSY3031	Group Project 3 (Games)	20		
<b>Total of credits</b>		<b>120 credits</b>	<b>Total of credits</b>	<b>116 credits</b>
<b>Transfer of course credits from BA (Hons) Games Design Top-Up program at University of Northampton, UK. 120 credits in UON= 12 credits in PSU</b>				
<b>Total credits 128 credits</b>				

## COURSE EQUIVALENCY for Dual Degree Study Plan 3+1

### BA (Hons) Games Design Top-Up

#### Games Design (Top-Up) BA (Hons) | University of Northampton

Please note the modules shown here relate to the academic year 24/25. The modules relating to the academic year 25/26 will be available from June 2025.

BA (Hons) Games Design Top-Up, UON, UK			BSc in Creative Media and Digital Technology PSUIC, TH (4 <sup>th</sup> Year)		
Code	Name of Course	Credits	Code	Name of Course	Credits
<b>Stage 1</b>			<b>Core course</b>		
CSY4021	Art Director Portfolio, Final Major Project	60	142-456	Display Design and Exhibition	6((0)-18-0)
<b>Code</b>	<b>Name of Course</b>	<b>Credits</b>	<b>Free-Elective courses</b>		
CSY3044	Design Innovation	20	142-xxx	Selected from Free-Elective Courses***	3((2)-2-5)
CSY3051	Professional Practice in Games	20	142-xxx	Selected from Free-Elective Courses***	3((2)-2-5)
CSY3031	Group Project 3 (Games)	20			
<b>Total Credits</b>		<b>120</b>	<b>Total Credits</b>		<b>12</b>

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

## CSY4021 – Art Director Portfolio, Final Major Project

**Field:** COMPUTER SYSTEMS

**Co-ordinator:** Daniel McCaul

**Credit Value:** 60

**Level:** 6

**Timetable Slot:** All Year

**Pre-requisites:** None

**Co-requisites:** None

**Assessment:** STDFF - Art Director Portfolio - Final Major Project (4 Year Programme), Coursework: 100% STD - Art Director Portfolio - Final Major Project, Coursework: 100%

**Designated for:** Designated for: BA Games Art; BA Games Design; BA Games Design Top Up;

**Description:** The module integrates and draws together the various aspects of the programme gained during study at levels 4, 5 and 6. The main aim of the module is to ensure students are prepared for their first steps towards the industry, by allowing them opportunity to develop a body of highly polished work demonstrated and refined via regular critiques of work in progress. This module gives them opportunity to specialize on developing content for their portfolio. The work developed will be as close to industry standard and expectations, as feasible, and will be tailored towards the specific areas of the individuals interest such as; Concept Art, Environment Art, Animation, UI design etc. This module is to support through mentoring the individual students on their professional journey.

## CSY3044 – Design Innovation

**Field:** COMPUTER SYSTEMS

**Co-ordinator:** David Nicholls

**Credit Value:** 20

**Level:** 6

**Timetable Slot:** Semester 1

**Pre-requisites:** None

**Co-requisites:** None

**Assessment:** STD - Design Innovation, Coursework: 100% STDFF - Design Innovation (4 Year Programme), Coursework: 100%

**Designated for:** Designated for: BA Games Design; BA Games Design Top Up;

**Description:** The objective of the module is to encourage students to explore the potential of innovative or unconventional technology to construct genuinely new, interactive experiences.

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## CSY3051 – Professional Practice in Games

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**Field:** COMPUTER SYSTEMS

**Co-ordinator:** Vikaas Mistry

**Credit Value:** 20

**Level:** 6

**Timetable Slot:** Semester 2

**Pre-requisites:** None

**Co-requisites:** None

**Assessment:** STDF - Professional Practice In Games (4 Year Programme), Coursework: 100% STD - Professional Practice In Games, Coursework: 100%

**Designated for:** Designated for: BA Games Art; BA Games Design; BA Games Design Top Up;

**Description:** The main aim of the module is to ensure students are fully aware of the needs and expectations of the contemporary digital industry through an understanding of its social, economic and cultural climate. The module aims to enable students to pitch projects in terms of concept and business models; establishing and maintaining a personal website; identifying trends and market possibilities; encouraging participation in competitions; developing presentation and self-promotional skills; making job applications and preparing for interview.

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## CSY3031 – Group Project 3 (Games)

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**Field:** COMPUTER SYSTEMS

**Co-ordinator:** Vikaas Mistry

**Credit Value:** 20

**Level:** 6

**Timetable Slot:** Semester 1

**Pre-requisites:** None

**Co-requisites:** None

**Assessment:** STD - Group Project 3 (Games), Coursework: 100% STDF - Group Project 3 (Games) (4 Year Programme), Coursework: 100%

**Designated for:** Designated for: BA Games Art; BA Games Design; BA Games Design Top Up; BSc Computer Games Development; BSc Games Programming;

**Description:** As the final module of the Group Project series this module aims to place significant emphasis on independent learning, development and responsibility, through the creation of a social game following industry practices. The production process and design of the groups games, are student-directed and supported through a module supervisor in conjunction with some, tutor lead lectures. The games should demonstrate the understanding of the complete development life cycle (design through to publication), where the final submission should be aimed at appearing in the public domain. This game ought to be seen by the students as a ?marque product? worthy of appearing in their professional portfolio, to assist with gaining employment.