FALMOUTH UNIVERSITY

BA(HONS) GAME DEVELOPMENT: DESIGN WITH INTEGRATED FOUNDATION YEAR

Dear

Welcome to BA(Hons) Game Development: Design with Integrated Foundation Year.

We're getting in touch with some important information about your course that will help you as you prepare to join us.

At the end of this letter, you will find a list of equipment that you should bring with you, as well as any other costs that you might incur throughout your course that are not covered by your student loan.

We've also included some suggested reading. You will have access to all the reading resources from the library when you arrive on campus, but if you're looking forward to getting stuck in, this is a good place to start.

Your academic experience will be predominantly in person with some courses using some 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 may find it beneficial to have 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.

Student Finance
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: gov.uk/government/organisations/student-loans-company If you are paying for your tuition yourself please check out falmouth.ac.uk/study/tuition-fees. Advice on managing your finances while studying can be found on the University's website here: falmouth.ac.uk/study/student-funding/how-much-does-it-cost

Student Support
We know the prospect of coming to university can feel overwhelming but we're here to support you every step of the way. You can find an overview of the support available to you once you get here at this link falmouth.ac.uk/experience/support

To help us provide you with the right support during your time at Falmouth, if you have a disability, health condition or Specific Learning Difference (SPLD), you should apply for an Individual Learning Plan (ILP). This document suggests simple adjustments to your academic experience, tailored to your needs. By disclosing early, we can ensure that the necessary support is in place before you begin your journey with us. Find out how to apply here studyhub.fxplus.ac.uk/accessibility-inclusion/ilps

If you don't have a formal diagnosis of an SPLD such as dyslexia, dyspraxia, or ADHD but think you might, our free online screening tool, the Do-It Profiler can help. It's like a quiz that helps pinpoint any areas where you might need extra support. More information and a link to the Profiler can be found here studyhub.fxplus.ac.uk/accessibility-inclusion/spld-screening

Step Into Falmouth
In the coming weeks, you can join our Step into Falmouth programme, designed to provide advice and guidance to help you to settle into university life. This programme includes a range of informative and supportive videos you can view at a time that suits you, followed by live online events in August where you can meet our staff, current and new students. More information can be found at falmouth.ac.uk/experience/new-students/step-into-falmouth

Student Mentors
Before September, 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.

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 few weeks before the start of term and we're looking forward to welcoming you to Falmouth in September.

Yours sincerely,

Lucy Stent
Year Leader, Games & Computing Foundation
l.stent@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 on your UCAS Hub https://accounts.ucas.com/account/login

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 undergraduate student loan.

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)
2024-2025 full-time UK: £9,250
2024-2025 full-time International: £17,950

Term dates
Term dates can be found at falmouth.ac.uk/experience/term-dates/term-dates-2024-25

Welcome Week starts on Monday 16 September for first year students.

Study Block one begins on 23 September and teaching and assessment will be throughout the full 15 weeks of the study blocks.

Your timetable
Your academic timetable shows all scheduled learning activities and your course timetable. It will be published from 9 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. It will also be accessible at mytimetable.falmouth.ac.uk.

Welcome Week
After you have enrolled, your timetable will show you where you need to go and when on Monday 16 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, in addition to social activities organised by the University and Students' Union.

Pre-course Preparation

To prepare for your course over summer it would be beneficial to look into popular choose-your-own-adventure books, visual novels, and role-playing games. In particular, engaging with popular table-top role-playing systems. You'll be delving into these during your first study block to understand how they work, and how you can apply their principles to the design and implementation of digital games. Perhaps you can share your favourites and start to envision your own creative works with our online community. Join our Discord channel, introduce yourself, and share your thoughts:

https://link.falmouth.games/discord

Please do not worry if you have never done any computer programming before, use version control systems, or if you've never worked collaboratively to make a game. We will cover everything that you need to know. As you progress through the foundation year you will be slowly introduced to several topics which will help you build practical problem-solving skills and help lay the foundations to become a successful developer. To this end you will begin with learning how to reflect on previous experiences, positive or negative experiences and how we can learn from them. However, it is worth investigating the principles of "agile" development, with a particular focus on scrum.

Course Equipment and Costs

Computer
Whilst we have a studio and 24/7 lab available for you to use, we strongly recommend that you purchase your own private personal computer. A suitable personal computer or laptop 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

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 may 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

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Highly Recommended - the 'Live @ AMATA Pass'
AMATA is Falmouth University's arts centre, offering a diverse year-round programme of exciting performances and productions, from monthly comedy nights to fantastic live music, trailblazing new theatre and dance.

The programme complements our portfolio of degrees and enables students to experience high quality, contemporary performances on their doorstep.

Students can purchase a one year Live @ AMATA Pass which offers five tickets for £25. This represents a 50% reduction on our standard student ticket price of £10.

You will be able to view the programme at falmouth.ac.uk/arts-centre from August 2024. However, the Live @ AMATA Pass is available now to book at falmouth.ac.uk/arts-centre/visit/tickets#live-pass

Please note: If a parent or guardian is purchasing on behalf of a Falmouth University student, the account should be set up in the student's name, using their email address.

Reading Lists

Prior to your arrival, you should consider reading:

> 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.

> Keith, C., 2010. *Agile Game Development with Scrum*. Boston, MA: Addison-Wesley.

Electronic copies of books will be significantly cheaper than hard copies. Some have been released online by authors as free PDF documents. As such, the cost of book purchases should not exceed £100 and can be significantly less.