

## MA GAME DESIGN

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Dear

Welcome to MA Game Design

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 activities that we suggest you undertake, to help you prepare for your studies.

Additionally, we've 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.

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](http://gov.uk/government/organisations/student-loans-company) If you are paying for your tuition yourself please check out [falmouth.ac.uk/study/tuition-fees](http://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](http://falmouth.ac.uk/study/student-funding/how-much-does-it-cost)

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](http://falmouth.ac.uk/experience/new-students/step-into-falmouth)

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 postgraduate study 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 [applicantsservices@falmouth.ac.uk](mailto:applicantsservices@falmouth.ac.uk)

# FALMOUTH UNIVERSITY

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,

A handwritten signature in black ink, appearing to read 'W. Huber', with a long, sweeping horizontal line extending to the right.

**Dr William H Huber**  
Course Leader, MA Game Design

## 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 using the Falmouth [Applicant Portal](#)

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 [applicantsservices@falmouth.ac.uk](mailto:applicantsservices@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](http://www.falmouth.ac.uk/student-regulations)

### Tuition fees (per year)

2024-2025 full-time UK: £9,200

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](http://falmouth.ac.uk/experience/term-dates/term-dates-2024-25)  
Study Block 1 starts on Monday 23 September for postgraduate students.

### Your timetable

Your academic timetable shows all scheduled learning activities and your course timetable. It will be available from 9 September. After you've enrolled, you can view it via the Student Portal at [falmouth.myday.cloud/](http://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](http://mytimetable.falmouth.ac.uk).

After you have enrolled, your timetable will show you where you need to go and when on Monday 23 September and throughout the week.

# FALMOUTH UNIVERSITY

## Student Support

We know the prospect of starting postgraduate study 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 [falmouth.ac.uk/experience/support](https://falmouth.ac.uk/experience/support)

# FALMOUTH UNIVERSITY

## Pre-course preparation

At this stage many students want to know what we'd recommend they do to be properly prepared for the course in September. The tools we will be using for game-making is Unity & UE5.

The version we are using in the coming session, can be downloaded below:

Unity - <https://unity.com/kr/releases/editor/whats-new/2023.2.20>

UE5(install 5.4 version of the Engine)- <https://www.unrealengine.com/en-US/download>

Please begin to familiarise yourself with this software as soon as you can. It's free and the tutorials are located at <https://learn.unity.com/tutorials> for Unity & [https://dev.epicgames.com/community/unreal-engine/learning for UE5](https://dev.epicgames.com/community/unreal-engine/learning-for-ue5).

We'll be expecting students to have undertaken several of the beginner level tutorials, to hit the ground running with the software in September. The more familiar you are with this software, the easier you will find the course. Developing and keeping up to date with the software is something we never stop expecting students to do.

## Suggested reading/watching/playing

Invest time in building your creativity - continue learning and looking for opportunities to see the world around and express it through any medium you like such as photographs, drawing and story. You can never do enough observation and drawing so practice, practice, practice.

Play a wide range of games and lots of bad games, explore indie games and play lots of genres – even those you don't like – and play board games and card games too.

Widen your experiences, the types of media you consume and the culture you think about and relate everything back to games. Carry a notebook. Draw diagrams. Sketch images. Jot down rules.

Whenever you see or do anything ask yourself "How could I make a game out of this?"

## Course equipment and costs

### Essential

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, SteelSeries, Razer, HyperX and Corsair are rated highly by our current students. These can cost between £30 - £150.

### Webcam

You will 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](mailto:games.support@falmouth.ac.uk)

## 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](https://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](https://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

As we'll be studying games and the theory of games studies as well as making them, these books are relevant:

*Keogh, B., 2023. The videogame industry does not exist: why we should think beyond commercial game production. The MIT Press, Cambridge, Massachusetts. £28.29*

*Lemarchand, R., 2021. A Playful Production Process: For Game Designers. MIT Press, Cambridge, Massachusetts. £33.25*

*Fullerton, T., 2024. Game design workshop: a playcentric approach to creating innovative games, Fifth edition. ed, An A K Peters book. CRC Press, Taylor & Francis Group, London £48.85*

*Suits, B., 1978. The Grasshopper: games, life and utopia. Broadview Press. RRP £15. (Get the 2005 edition with the green cover if you can, it has lovely illustrations)*

*Keith, Clinton., 2020. Agile Game Development with SCRUM. £37.99*

We recommend familiarising yourself with these websites, often used in the wider game development world:

- Gamesindustry.biz: [www.gamesindustry.biz/](http://www.gamesindustry.biz/)
- Well Played Journal: <http://press.etc.cmu.edu/wellplayed>
- Game Developer: <https://www.gamedeveloper.com>
- GDC Vault: [www.gdcvault.com/](http://www.gdcvault.com/)