



UNIVERSITY OF  
LIVERPOOL

BA (Hons)

# Communication and Media and Game Design Studies

UCAS code I619

## Entry requirements

A level: ABB

## Study mode

Full-time

## Duration

3 years

Apply by: **30 June 2026**

Starts on: **28 September 2026**

## About this course

This programme enables you to combine our popular BA Communication and Media with Game Design Studies – a distinctive provision in the study of interactive audiovisual media.

## Introduction

**Study in a department currently ranked within the world top 75 and 5<sup>th</sup> in the UK for Communication (Shanghai Global Rankings of Academic Subjects 2025).**

The world we live in is dominated by media in many forms: from entertainment and culture through news and social media to politics and promotion, the media shapes our understanding of what we know and what we consume. Whether you want to work in one of these areas, to research their impact or simply to understand more about our relationship with media, this programme provides a thorough introduction with plenty of opportunities to develop specialist skills.

A wide range of optional modules allow students to pursue their own interests and focus on particular media and communication forms, analysing how they are organised as text, how they represent the world to us and ourselves to the world (from global power politics to

constructions of individual identity), and how the media industries are organised to produce and profit from them. But we teach all of our students to acquire strong research skills and they are given the opportunity to practice them through independent or collaborative research.

As a Games Design Studies student, you will develop skills in coding and programming, games scholarship, and creative design through a combination of modules from across the School of the Arts, as well as a suite of bespoke interdisciplinary modules concerning the design and interpretation of games. Topics include the history and development of gaming cultures, the complex nature of interactive media, and the critical issues that accompany engagement with virtual worlds.

Digital games represent one of the fastest growing forms of entertainment media: consequently, there is a growing need for many jobs that are not only in the games industry, but in surrounding industries as well. This programme develops a wide range of skills that prepare students for employment at various entry points in the job market, including content creation, publishing, journalism, and marketing.

## **Year in Industry**

This programme is available with a [Year in Industry](#). Year Three is spent on a paid placement within an organisation in industry, broadly defined. You will be supported by the School of the Arts and the Department throughout, and your reflexive written account of the experience will contribute towards your final degree result. If you wish to study this programme with a Year in Industry, please put the option code 'YI' in the 'Further Choices' section of your UCAS application form.

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## **What you'll learn**

- Practical skills, including media writing, blogging, analysis of social media data, and video-making
- Research skills
- Commercial and cultural understanding
- Critical analysis
- Problem solving
- The ability to construct arguments and convey ideas effectively
- Effective communication and presentation skills
- Creative principles
- Techniques of critical thinking and analysis

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# Course content

Discover what you'll learn, what you'll study, and how you'll be taught and assessed.

## Year one

You will take mostly compulsory modules, plus one optional module in each semester.

## Modules

Compulsory modules	Credits
INTRODUCTION TO COMMUNICATION AND MEDIA STUDIES B (COMM102)	15
MEDIA INDUSTRIES AND INSTITUTIONS B (COMM110)	15
COMMUNICATION, CULTURE, AND MEDIA ANALYSIS B (COMM112)	15
DIGITAL AND SOCIAL MEDIA (COMM114)	15
CREATIVE PRINCIPLES IN GAME DESIGN (SOTA103)	15
GAME CONCEPTS AND VALUES (SOTA106)	15

  

Optional modules	Credits
CONTEXT 1.1: HISTORY OF ARCHITECTURE (ARCH171)	15
INTRODUCTION TO DIGITAL AUDIO WORKSTATIONS (MUS1109)	15
INTRODUCTION TO GAME ENGINES (SOTA105)	15

Optional modules	Credits
INTRODUCTION TO SOUND AND MUSIC IN AUDIOVISUAL MEDIA (MUSI170)	15
SPATIAL DESIGN IN GAMES (SOTA104)	15

Programme details and modules listed are illustrative only and subject to change.

## Year two

- All students take two compulsory modules – **COMM207** and **COMM208** – which will introduce you to academic research and support you to practice and develop your research skills.
- **SOTA260** is compulsory for students taking the Year in Industry pathway.

## Modules

Compulsory modules	Credits
COMMUNICATION AND MEDIA RESEARCH I (COMM207)	15
COMMUNICATION AND MEDIA RESEARCH II (COMM208)	15

Optional modules	Credits
GLOBAL NEWS, MEDIA AND WAR (COMM213)	15
PUBLIC RELATIONS, MEDIA AND DIGITAL SOCIETY (COMM240)	15
DIGITAL MEDIA AND DATA B (COMM245)	15

Optional modules	Credits
CONVERGED MEDIA AND SCREEN ENTERTAINMENT B (COMM251)	15
APPROACHES TO CULTURAL AND MEDIA STUDIES B (COMM254)	15
PROFESSIONAL AND CAREER DEVELOPMENT (SOTA260)	15
GLOBAL HOLLYWOOD AND BEYOND: FROM THE MAINSTREAM TO THE MARGINS (COMM203)	15
FEMINIST MEDIA STUDIES (COMM206)	15
IMMERSIVE MEDIA AND VIRTUAL WORLDS (COMM211)	15
INTRODUCTION TO PROGRAMMING (COMM226)	15
MEDIATING THE PAST (COMM256)	15
AI AND DIGITAL MEDIA (COMM258)	15
UNDERSTANDING DOCUMENTARY (COMM282)	15
FOLEY AND SOUND DESIGN (MUSI208)	15
MUSIC IN GAMING (MUSI273)	15
3D MODELLING AND ANIMATION FOR GAMES (SOTA203)	15
WRITING FOR GAMES: TEXT COMPOSITION FOR RULES AND STORY (SOTA208)	15
COMPOSITION FOR DIGITAL GAMES (MUSI206)	15
GAME DESIGN INDEPENDENT PROJECT (SOTA204)	15

Programme details and modules listed are illustrative only and subject to change.

## Final year

Your final year offers an even wider range of options, designed to provide opportunities to specialise further in your chosen areas of the subjects and to strengthen your employability and research skills. All of our students undertake a project involving their own sustained, research-based work in their final year, either in Communication & Media or in Game Design.

- Students must choose one of the following modules in the list below: **COMM401, COMM342, COMM335, SOTA303 or SOTA300.**

## Modules

Optional modules	Credits
MEDIA AND CAMPAIGNING (COMM302)	15
STARDOM AND MEDIA CELEBRITY (COMM303)	15
ENVIRONMENTAL COMMUNICATION: POLITICS, SCIENCE, ACTIVISM, AND THE MEDIA (COMM304)	15
QUEER FILM, VIDEO AND DOCUMENTARY (COMM305)	15
GAMES AND ALGORITHMIC CULTURE (COMM309)	15
DATA SCIENCE AND VISUALISATION (COMM327)	15
RESEARCHING DIGITAL CULTURES IN THE AMERICAS (HISP348)	15
CULT TELEVISION AND DIGITAL FANDOMS (COMM300)	15
INTRODUCTION TO STRATEGIC COMMUNICATION (COMM312)	15

Optional modules	Credits
MEDIA AND HUMAN RIGHTS (COMM317)	15
POPULAR CULTURE, LANGUAGE AND POLITICS (COMM318)	15
ISSUES IN PHOTOGRAPHY (COMM323)	15
PROPAGANDA, POWER, AND PERSUASION (COMM329)	15
CURATION AND HERITAGE (MUSI353)	15
THE FILM MUSIC OF JOHN WILLIAMS (MUSI370)	15
THE THEORY AND PRACTICE OF RHETORIC IN BRITISH POLITICS (POLI323)	15
FINAL YEAR PROJECT (COMM335)	30
VIRAL VIDEO (COMM342)	30
DISSERTATION (COMM401)	30
SCHOOL OF THE ARTS WORK PLACEMENTS MODULE (SOTA300)	30
PHILOSOPHY OF PLAY AND THE VIRTUAL (PHIL343)	15
GAMES PLAYING ROLES (ENGL397)	15
GAME DESIGN COLLABORATIVE PROJECT (SOTA303)	30

Programme details and modules listed are illustrative only and subject to change.

## Teaching and assessment

## How you'll learn

Weekly lectures and seminar discussions may be supplemented by screening sessions, presentations and opportunities for group work where appropriate. We regularly invite expert speakers and practitioners to speak to our students about their work. Some modules also make use of our specialist equipment or software.

Dissertation and work placement modules involve more independent study, but always under the careful individual supervision of a member of academic staff.

## How you're assessed

We are committed to using a range of different forms of assessment, so types of assessment vary widely from module to module. Depending on your choice of modules, these may include coursework projects, essays, blogs, reports, literature reviews, writing exercises, presentations, online tests and unseen examinations.

## Liverpool Hallmarks

We have a distinctive approach to education, the Liverpool Curriculum Framework, which focuses on research-connected teaching, active learning, and authentic assessment to ensure our students graduate as digitally fluent and confident global citizens.

The Liverpool Curriculum framework sets out our distinctive approach to education. Our teaching staff support our students to develop academic knowledge, skills, and understanding alongside our **graduate attributes**:

- Digital fluency
- Confidence
- Global citizenship

Our curriculum is characterised by the three **Liverpool Hallmarks**:

- Research-connected teaching
- Active learning
- Authentic assessment

All this is underpinned by our core value of **inclusivity** and commitment to providing a curriculum that is accessible to all students.



# Careers and employability

This degree will open you to a myriad of jobs in media-related industries and you will have opportunities to undertake a relevant work placement or their own independent research. Many of our modules seek to develop practical skills – such as media writing, blogging, analysis of social media data and video-making.

Our graduates have gone on to careers including:

- social media, advertising, and marketing
- corporate communications and public relations
- arts administration
- political campaigning (including political parties, trade unions, and charities)
- management
- government, and the civil service
- broadcasting and journalism
- teaching in universities, colleges, and schools.

Former graduates include a television documentary maker, a BBC Radio 1 DJ, senior journalists at local and national newspapers, a partner in a New York-based advertising company, and the features editor of a music weekly.

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# Fees and funding

Your tuition fees, funding your studies, and other costs to consider.

## Tuition fees

### UK fees (applies to Channel Islands, Isle of Man and Republic of Ireland)

Full-time place, per year - £9,790

Year in industry fee - £1,955

Year abroad fee - £1,465 (applies to year in China)

### International fees

Full-time place, per year - £27,000

Year in industry fee - £1,955

Year abroad fee - £13,500 (applies to year in China)

The fees shown are for the academic year 2026/27. Please be advised that tuition fees may increase each year for both UK and international students. For UK students, this will be subject to the government's regulated fee limits.

Tuition fees cover the cost of your teaching and assessment, operating facilities such as libraries, IT equipment, and access to academic and personal support. [Learn more about paying for your studies.](#)

## Additional costs

We understand that budgeting for your time at university is important, and we want to make sure you understand any course-related costs that are not covered by your tuition fee. This could include buying a laptop, books, or stationery.

Find out more about the [additional study costs](#) that may apply to this course.

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# Entry requirements

The qualifications and exam results you'll need to apply for this course.

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## A levels

ABB

Applicants with the Extended Project Qualification (EPQ) are eligible for a reduction in grade requirements. For this course, the offer is **BBB** from A levels, with **A** in the EPQ.

You may automatically qualify for reduced entry requirements through our contextual offers scheme. Based on your personal circumstances, you may automatically qualify for up to a two-grade reduction in the entry requirements needed for this course. When you apply, we consider a range of factors – such as where you live – to assess if you're eligible for a grade reduction. You don't have to make an application for a grade reduction – we'll do all the work.

Find out more about [how we make reduced grade offers](#).

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## T levels

T levels considered in a relevant subject.

Applicants should contact us by [completing the enquiry form on our website](#) to discuss specific requirements in the core components and the occupational specialism.

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## GCSE

4/C in English and 4/C in Mathematics

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## BTEC Level 3 National Extended Diploma

BTEC applications are encouraged. We evaluate each BTEC application on its merits and may make offers at DDM.

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## International Baccalaureate

32 points overall with no score less than 4 or pass the IB Diploma plus 6,5,5 in 3 HL subjects.

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## Irish Leaving Certificate

H1, H1, H2, H2

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### **Scottish Higher/Advanced Higher**

ABB in Advanced Highers, combinations of Advanced Highers and Scottish Highers are welcome

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### **Welsh Baccalaureate Advanced**

B in the Welsh Baccalaureate, plus AB at A level.

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### **Access**

Applications considered. Pass relevant Access to HE Diploma with 45 Level 3 credits with 33 at Distinction and 12 at Merit.

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### **International qualifications**

[Select your country or region to view specific entry requirements.](#)

Many countries have a different education system to that of the UK, meaning your qualifications may not meet our direct entry requirements. Although there is no direct Foundation Certificate route to this course, completing a Foundation Certificate, such as that offered by the [University of Liverpool International College](#), can guarantee you a place on a number of similar courses which may interest you.

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## **Alternative entry requirements**

- If your qualification isn't listed here, or you're taking a combination of qualifications, [contact us](#) for advice
  - [Applications from mature students](#) are welcome.
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## **English language requirements**

You'll need to demonstrate competence in the use of English language, unless you're from a [majority English speaking country](#).

We accept a variety of [international language tests](#) and [country-specific qualifications](#).

International applicants who do not meet the minimum required standard of English language can complete one of our [Pre-Sessional English courses](#) to achieve the required level.

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### **IELTS**

6.5 overall, with no component below 5.5

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### **Duolingo English Test**

125 overall, with speaking, reading and writing not less than 105, and listening not below 100

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### **Pearson PTE Academic**

61 overall, with no component below 59

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### **LanguageCert Academic**

70 overall, with no skill below 60

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### **Cambridge IGCSE First Language English 0500**

Grade C overall, with a minimum of grade 2 in speaking and listening. Speaking and listening must be separately endorsed on the certificate.

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### **Cambridge IGCSE First Language English 0990**

Grade 4 overall, with Merit in speaking and listening

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### **Cambridge IGCSE Second Language English 0510/0511**

0510: Grade B overall, with a minimum of grade 2 in speaking. Speaking must be separately endorsed on the certificate. 0511: Grade B overall.

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### **Cambridge IGCSE Second Language English 0993/0991**

0993: Grade 6 overall, with a minimum of grade 2 in speaking. Speaking must be separately endorsed on the certificate. 0991: Grade 6 overall.

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### **Cambridge ESOL Level 2/3 Advanced**

176 overall, with no paper below 162

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### **International Baccalaureate English A: Literature or Language & Literature**

Grade 5 at Standard Level or grade 5 at Higher Level

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### **International Baccalaureate English B**

Grade 7 at Standard Level or grade 6 at Higher Level

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## **Pre-sessional English**

Do you need to complete a Pre-sessional English course to meet the English language requirements for this course?

The length of Pre-sessional English course you'll need to take depends on your current level of English language ability.

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### **Pre-sessional English in detail**

If you don't meet our English language requirements, we can use your most recent IELTS score, or [the equivalent score in selected other English language tests](#), to determine the length of Pre-sessional English course you require.

Use the table below to check the course length you're likely to require for your current English language ability and see whether the course is available on campus or online.

<b>Your most recent IELTS score</b>	<b>Pre-sessional English course length</b>	<b>On campus or online</b>
6.0 overall, with no component below 5.5	6 weeks	On campus or online

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<b>Your most recent IELTS score</b>	<b>Pre-sessional English course length</b>	<b>On campus or online</b>
5.5 overall, with no more than one component at 5.0	10 weeks	On campus or online
5.5 overall, with no component below 5.0	12 weeks	Online
5.0 overall, with no component below 5.0	20 weeks	On campus
5.0 overall, with no component below 4.5	30 weeks	On campus
4.5 overall, with no more than one component at 4.0	40 weeks	On campus

If you've completed an alternative English language test to IELTS, we may be able to use this to assess your English language ability and determine the Pre-sessional English course length you require.

Please see our guide to [Pre-sessional English entry requirements](#) for IELTS 6.5 overall, with no component below 5.5, for further details.

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