

BSc (Hons)

Game Design

UCAS code I610

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

Game Design BSc combines coding, creativity, and critical theory to deliver a distinctive new provision in interactive audiovisual media. This interdisciplinary programme is one of the first of its kind in the Russell Group, combining modules from Computer Science and the School of the Arts to deliver a holistic grounding in how games are made, why they're made, and what they tell us about the world.

Introduction

You will develop skills in coding and programming, games scholarship, and creative design through a combination of modules from Communication & Media, Computer Science, English, Music, and Philosophy. These individual disciplines are drawn together by a set of bespoke Game Design modules in which you will produce work that will form part of your professional portfolio.

Year in industry

This programme is available with an optional year in industry. If you choose to take this option, 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 throughout your placement, 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.

What you'll learn

- The basics of programming
- Creative principles
- Understanding of software engineering, artificial intelligence, and communication technologies
- Advanced study of computer game and app development
- Techniques of critical thinking and analysis
- Communication and teamwork skills
- Principles of software design and software development
- Project management
- How to develop a professional portfolio

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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

Year one will establish the foundations for your studies, introducing you to the basics of programming, creative principles, and the academic context for game design.

- You will choose four optional modules, one of which must be **COMP101** or **COMP105**.
- Students wanting to take **COMP108** must take **COMP111**.

Modules

Compulsory modules	Credits
CREATIVE PRINCIPLES IN GAME DESIGN (SOTA103)	15
INTRODUCTION TO GAME ENGINES (SOTA105)	15
GAME CONCEPTS AND VALUES (SOTA106)	15
OBJECT-ORIENTED PROGRAMMING (COMP122)	15

Optional modules	Credits
INTRODUCTION TO PROGRAMMING (COMP101)	15
PROGRAMMING LANGUAGE PARADIGMS (COMP105)	15
CONTEXT 1.1: HISTORY OF ARCHITECTURE (ARCH171)	15

Optional modules	Credits
INTRODUCTION TO ARTIFICIAL INTELLIGENCE (COMP111)	15
INTRODUCTION TO DIGITAL AUDIO WORKSTATIONS (MUSI109)	15
DATA STRUCTURES AND ALGORITHMS (COMP108)	15
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

In your second year, you'll deepen your understanding of specialisms such as software engineering, artificial intelligence, and communication technologies. A selection of optional modules will allow you to explore some of the more artistic aspects of game design. Alongside compulsory modules – which include an independent project – you'll choose five modules from a range of options.

- For **MUSI208** and **MUSI206**, students should have normally taken **MUSI109** in Y1 or should have equivalent experience as approved the instructors.
- Students who are intending to take the Year in Industry must take **SOTA260** in year 2.

Modules

Compulsory modules	Credits
SOFTWARE ENGINEERING I (COMP201)	15

Compulsory modules	Credits
GAME DESIGN INDEPENDENT PROJECT (SOTA204)	15
PRINCIPLES OF COMPUTER GAMES DESIGN AND IMPLEMENTATION (COMP222)	15
Optional modules	Credits
COMPUTER NETWORKS (COMP211)	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
PROFESSIONAL AND CAREER DEVELOPMENT (SOTA260)	15
AI AND DIGITAL MEDIA (COMM258)	15
COMPOSITION FOR DIGITAL GAMES (MUSI206)	15
IMMERSIVE MEDIA AND VIRTUAL WORLDS (COMM211)	15

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

Final year

During your final year of study, you'll undergo advanced study of computer game and app development, consider the philosophical issues associated with play and virtual worlds,

and critically evaluate academic studies in games. Alongside compulsory modules, you'll undertake a major collaborative project that will see you apply your creative, critical, and technical skills.

- Students must take at least one from: **COMP228, COMP342**.
- Students who have taken the Year in Industry may not take **SOTA300**.

Modules

Compulsory modules	Credits
GAME DESIGN COLLABORATIVE PROJECT A (SOTA304)	30
GAME DESIGN COLLABORATIVE PROJECT B (SOTA305)	30

Optional modules	Credits
APP DEVELOPMENT (COMP228)	15
GAMES AND ALGORITHMIC CULTURE (COMM309)	15
PHILOSOPHY OF PLAY AND THE VIRTUAL (PHIL343)	15
POPULAR CULTURE, LANGUAGE AND POLITICS (COMM318)	15
ADVANCED TOPICS IN COMPUTER GAME DEVELOPMENT (COMP342)	15
MUSIC INTELLIGENCE (COMP346)	15
GAMES PLAYING ROLES (ENGL397)	15
SCHOOL OF THE ARTS WORK PLACEMENTS MODULE (SOTA300)	30

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

Year in Industry

This programme can also be studied over four years, with the third year spent on a relevant, salaried work placement within an organisation. You will be supported by the School of the Arts throughout your placement, and your reflective written account of the experience will contribute towards your final degree result.

Notice

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.

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

Teaching and assessment

How you'll learn

Contact time generally consists of lectures, in which students are presented with core content, and seminars/labs/workshops, in which students discuss lecture topics, readings and work in groups to complete exercises. The practical modules from within the School of the Arts follow a more interactive model of seminar/workshop. These modules stress short practical lessons and exercises in seminars while allowing students to have supervised time to work independently in workshops.

How you're assessed

Assessments include a variety of written components (essays, case studies, creative responses, adaptation exercises, etc.) Inspired by the principles of the TESTA (Transforming the Experience of Students Through Assessment) programme, assessments also include both formative and summative coursework. Modules are largely designed to emphasise practical development by means of interactive workshops, small-group work, and individual tutorial sessions with instructors.

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.

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Careers and employability

Digital games represent one of the fastest-growing forms of entertainment media. This programme aims to equip you with the technical, creative, and critical skills that will help you find employment in this dynamic and rapidly growing field, whilst assembling a professional portfolio of work.

You'll have opportunities throughout the programme to develop a professional portfolio, as well as various options to gain workplace experience.

Work experience opportunities

- Internships with enterprise activities, including support to form your own development studios alongside your studies.
- Students who take the year in industry option will be able to spend their work experience year managing their chosen companies, with support from the University.

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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

Your tuition fee covers almost everything, but you may have [additional study costs](#) to consider such as books, stationery and equipment.

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

Entry requirements

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

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](#).

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.

GCSE

4/C in English and 4/C in Mathematics

BTEC Level 3 National Extended Diploma

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

International Baccalaureate

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

Irish Leaving Certificate

H1, H2, H2, H2, H3, H3

Scottish Higher/Advanced Higher

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

Welsh Baccalaureate Advanced

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

Access

Pass Access to HE Diploma in a relevant subject with 45 Level 3 credits, with 33 at Distinction and 12 at Merit.

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.

Alternative entry requirements

- If your qualification isn't listed here, or you're taking a combination of qualifications, [contact us](#) for advice
 - If you are returning to learning, have had a disrupted education or are switching career pathways, the one-year [Go Higher diploma](#) qualifies you to apply for University of Liverpool arts, humanities and social sciences programmes
 - [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.

IELTS

6.5 overall, with no component below 5.5

TOEFL iBT

If you took a TOEFL test on or before 20 January 2026, you'll need 88 overall, with minimum scores of listening 17, writing 17, reading 17 and speaking 19. If you took a TOEFL test from 21 January 2026 onwards, when a new scoring system was introduced, you'll need 4.5 overall, with 4 or above in all components. TOEFL Home Edition not accepted.

Duolingo English Test

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

Pearson PTE Academic

61 overall, with no component below 59

LanguageCert Academic

65 overall, with no skill below 60

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.

Cambridge IGCSE First Language English 0990

Grade 4 overall, with Merit in speaking and listening

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.

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.

Cambridge ESOL Level 2/3 Advanced

176 overall, with no paper below 162

International Baccalaureate English A: Literature or Language & Literature

Grade 5 at Standard Level or grade 5 at Higher Level

International Baccalaureate English B

Grade 7 at Standard Level or grade 6 at Higher Level

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.

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.

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