



UNIVERSITY OF  
LIVERPOOL

MA

# Game Design

## Study mode

Full-time

## Duration

12 months

Apply by: **11 September 2026**

Starts on: **28 September 2026**

## About this course

Gaming is the highest net-value entertainment medium on the planet, with the videogame market estimated to be worth \$363 million by 2027. This rapidly-growing industry needs graduates who possess not only the necessary creative skills, but a cultural and theoretical awareness.

## Introduction

This exciting new programme builds on our popular [Game Design BSc](#) to equip students with the creative design skills that are in demand in this expanding industry. Online gaming and eSports – the most rapidly expanding areas – are a particular focus of this MA, as are inclusion and diversity.

You'll develop a holistic suite of skills related to game design and development, such as proficiency in UI (User Interface)/UX (User Experience) Design and with popular game engines like Unity and Unreal Engine. This strong practical element will be underpinned by theoretical content which will help you understand the core principles of designing games for a global and diverse audience. You'll gain familiarity with advanced technologies – including machine learning, AI and XR (Extended Reality) – which will help you keep pace with this rapidly developing sector.

Employability has been embedded into every aspect of the programme. The skills you gain will be applied through a range of assessment methods, designed to culminate in the creation of

an asset portfolio which you'll be able to showcase to prospective employers.

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## Who is this course for?

This master's is suitable for students from a creative background who aspire to a career in game design and/or development.

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## What you'll learn

- Advanced skills in particular aspects of creative game design, including audio design, spatial design and online gaming/e-sports design
- The principles of advanced game design and development
- How to design and implement UI (user interface) and UX (user experience) systems
- The principles of designing and developing online games and e-Sports, as well as an awareness of related issues, including social responsibility and ethics
- An awareness of diversity and inclusion issues, particularly in relation to representation, accessibility and gaming cultures
- Communication and collaboration skills.

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# Course content

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

## Semester one

In your first semester, you'll be introduced to the principles of game design and UX. We will also take a close look at online and e-Sports gaming.

## Modules

Compulsory modules	Credits
ADVANCED PRINCIPLES IN GAME DESIGN (MUSI701)	30
USER EXPERIENCE AND INTERFACE DESIGN (MUSI703)	15
ONLINE AND E-SPORTS GAME DESIGN (MUSI705)	15

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

## Semester two

In your second semester, you'll deepen your practical and theoretical knowledge of design principles, UX, UI and relevant technologies. There will be a particular focus on creating inclusive game worlds.

## Modules

Compulsory modules	Credits
ONLINE AND E-SPORTS GAME CULTURES (MUSI706)	15

<b>Compulsory modules</b>	<b>Credits</b>
ADVANCED PRINCIPLES IN GAME DEVELOPMENT (MUSI702)	30
CREATING INCLUSIVE GAME WORLDS (MUSI704)	15

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

## **Final project**

Your studies will culminate in a major project, either a substantial portfolio of assets (plus a written commentary) or a substantial piece of written work (plus illustrative practical outputs).

## **Modules**

<b>Compulsory modules</b>	<b>Credits</b>
MAJOR PROJECT: GAME DESIGN (MUSI700)	60

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

## **Teaching and assessment**

### **How you'll learn**

You'll be taught through a variety of methods, including lectures, seminars, workshops and tutorials. The majority of teaching will be face-to-face, although some elements may be delivered remotely where this is considered appropriate. You'll have opportunities to work collaboratively with your classmates on some projects, whilst others will be undertaken independently.

### **How you're assessed**

You'll be assessed throughout the programme through various methods, including presentations (video and in-person), prototypes, portfolios and essays. These assessment methods have been carefully considered to reflect the type of outputs you will deliver as a professional game designer/developer, thus preparing you for future employment.

Your degree will culminate in the creation of a major portfolio of assets (with accompanying commentary) which you'll be able to show to prospective employers.

## Liverpool Learning Framework

At Liverpool, we take a distinctive approach to education through the Liverpool Learning Framework. This means teaching that is engaging, inclusive and designed to help you succeed during your studies and beyond.

You'll develop specialist subject knowledge alongside the skills employers value most, including:

- Digital fluency
- Confidence
- Global citizenship

Our curriculum is characterised by the three Liverpool Hallmarks:

- Research-connected teaching - learning informed by the latest ideas and discoveries
- Active learning - taking part, applying knowledge and learning by doing
- Authentic assessment - assessments designed around real-world tasks and challenges

We also embed key priorities across our curriculum, including AI literacy, employability, and sustainability, helping you prepare for the future and make a positive impact in the world.

We're committed to creating a supportive and inclusive learning environment where every student can thrive.

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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 be prepared for game industry roles related to level design, UI/UX design, 3D modelling, texturing, story/narrative design, and sound design/music composition.

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## Career support from day one to graduation and beyond

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### Career planning

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### From education to employment

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### Networking events

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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 – £12,500

### International fees

Full-time place, per year – £28,000

Tuition fees are for the academic year 2026/27.

Tuition fees cover the cost of your teaching and assessment, operating facilities such as libraries, IT equipment, and access to academic and personal support.

- You can pay your tuition fees in instalments.
- All or part of your tuition fees can be funded by external sponsorship.
- International applicants who accept an offer of a place will need to pay a tuition fee deposit.

If you're a UK national, or have settled status in the UK, you may be eligible to apply for a Postgraduate Loan worth up to £12,858 to help with course fees and living costs.

**[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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## Postgraduate entry requirements

We accept a 2:2 honours degree from a UK university, or an equivalent academic qualification from a similar non-UK institution. This degree should be in a closely related subject, such as Game Design, Computer Science, Animation, Music Technology or Media Production.

Professional industry experience may also be considered. Applicants from a non-traditional background may be invited to interview and/or to submit a sample of work.

Applicants with a degree from another subject or non-traditional background are encouraged to contact the [Programme Director](#) before applying.

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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 entry requirements. Completing your Foundation Certificate, such as that offered by the [University of Liverpool International College](#), means you're guaranteed a place on your chosen course.

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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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## **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.

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## **Duolingo English Test**

125 overall, with writing not less than 105, speaking and reading 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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## **PSI Skills for English**

B2 Pass with Merit overall and no band below B2 Pass

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## **INDIA Standard XII**

National Curriculum (CBSE/ISC) - 75% and above in English. Accepted State Boards - 80% and above in English.

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## **WAEC**

C6 or above

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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.

## 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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