

**SCHOOL OF THE ARTS**

**GAME DESIGN STUDIES 50%**

**Registration**

**2024-25**

* You can only register for modules which are part of your programme and it is your responsibility to check that you have fulfilled any pre-requisite requirements.
* Module specifications can be found on the Musicwebpage [Music - School of The Arts Intranet (Student) - University of Liverpool](https://www.liverpool.ac.uk/intranet/school-of-the-arts/music/)
* If you have any queries, or problems with registration, please contact the SOTA Student Support Centre, 19 Abercromby Square (sscarts@liverpool.ac.uk).

| **Structure** |
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|  **Year 1** |
|  **Year 1 Semester 1** |
|  Students will be registered for 15 credits of required modules and must select 15 credits of optional modules. |
| **Code** | **Module** | **Credit** | **Level** | **Type** | **Pathway(s)** |
| SOTA103 | Creative Principles in Game Design 2024-25 | 15 | Level 4 | Required |  |
| MUSI109 | INTRODUCTION TO DIGITAL AUDIO WORKSTATIONS 2024-25 | 15 | Level 4 | Optional |  |
| SOTA105 | Introduction to Game Engines 2024-25 | 15 | Level 4 | Optional |  |
|  **Year 1 Semester 2** |
|  Students will be registered for 15 credits of required modules and must select 15 credits of optional modules.  |
| **Code** | **Module** | **Credit** | **Level** | **Type** | **Pathway(s)** |
| SOTA102 | GAMES AND MEANING 2024-25 | 15 | Level 4 | Required |  |
| MUSI170 | INTRODUCTION TO SOUND AND MUSIC IN AUDIOVISUAL MEDIA 2024-25 | 15 | Level 4 | Optional |  |
| SOTA104 | Spatial Design in Games 2024-25 | 15 | Level 4 | Optional |  |