

**SCHOOL OF THE ARTS**

 **Game Design (100%)**

**Registration**

**2025-26**

* 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 [Current Undergraduates - School of the Arts Intranet (Students) - University of Liverpool](https://www.liverpool.ac.uk/intranet/school-of-the-arts/philosophy/undergraduates/)
* 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** |
|  Students must choose one from: COMP101, COMP105.While COMP111 and COMP108 are optional, students must take COMP111 before taking COMP108. |
|  **Year 1 Semester 1** |
| **Code** | **Module** | **Credit** | **Level** | **Type** | **Pathway(s)** |
| SOTA103 | Creative Principles in Game Design 2025-26 | 15 | Level 4 | Required |  |
| SOTA105 | Introduction to Game Engines 2025-26 | 15 | Level 4 | Required |  |
| COMP101 | Introduction To Programming 2025-26 | 15 | Level 4 | Optional |  |
| COMP105 | Programming Language Paradigms 2025-26 | 15 | Level 4 | Optional |  |
| ARCH171 | CONTEXT 1.1: HISTORY OF ARCHITECTURE 2025-26 | 15 | Level 4 | Optional |  |
| COMP111 | Introduction to Artificial Intelligence 2025-26 | 15 | Level 4 | Optional |  |
| MUSI109 | INTRODUCTION TO DIGITAL AUDIO WORKSTATIONS 2025-26 | 15 | Level 4 | Optional |  |
|  **Year 1 Semester 2** |
| **Code** | **Module** | **Credit** | **Level** | **Type** | **Pathway(s)** |
| SOTA106 | Game Concepts and Values 2025-26 | 15 | Level 4 | Required |  |
| COMP122 | Object-Oriented Programming 2025-26 | 15 | Level 4 | Required |  |
| COMP108 | Data Structures and Algorithms 2025-26 | 15 | Level 4 | Optional |  |
| MUSI170 | INTRODUCTION TO SOUND AND MUSIC IN AUDIOVISUAL MEDIA 2025-26 | 15 | Level 4 | Optional |  |
| SOTA104 | Spatial Design in Games 2025-26 | 15 | Level 4 | Optional |  |