The BA Game Design 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.
The video game industry is a vast and growing sector of the national and global economy, and requires a huge range of skills and diverse experiences.

Our Game Design programme aims to prepare students for the competitive nature of the game design industry, and focus on designing for authenticity, originality and expressiveness.

You will develop skills in coding and programming alongside an understanding of creative design principles, through a combination of modules from Architecture, 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’ll produce work that will form part of your professional portfolio.

**Study Game Design alongside another subject**

Game Design Studies is available as a Joint subject in combination with Communication & Media, English, English Language, English Literature, Music, Music Technology, Philosophy, and Popular Music.

Combining Game Design Studies with another subject allows you to focus on the cultural and critical aspects of game design, whilst developing your academic knowledge in another, complementary area.

**Facilities**

We offer facilities to support both the theoretical and technical study of game design. These facilities include:

- **A games research lab** – a dedicated space for students to research video games, featuring several platforms (e.g. PlayStation 4 with PSVR, PlayStation 3, Xbox One, Xbox 360, Nintendo Wii), an Alienware Gaming PC, two Mac Workstations, and a diverse library of titles.

- **iMac suites** – the workstations in these suites have a range of game-related software, including Unity (game engine), FMOD (middleware for game sound and music), and Blender (modelling and animation).

- **The Electronic Music Research Studio** – a fully sound-proofed and treated studio for surround sound mixing, electronic music composition and sound design research.

More information can be found online at [liverpool.ac.uk/study/undergraduate/courses/game-design-ba-hons/overview/](http://liverpool.ac.uk/study/undergraduate/courses/game-design-ba-hons/overview/)