MA Indie Game Development

KEY DETAILS

- ☐ **Award title:** MA Indie Game Development
- ☐ **Awarding body:** Falmouth University
- ☐ **Level:** 7
- ☐ **Duration:** Two years
- ☐ **Mode of study:** Online, part-time
- ☐ **Total MA course fee:** £10,900
- ☐ **3 intakes a year:** January, May and September

KEY FEATURES

- ☐ Learn how to develop exciting and innovative digital and non-digital games
- ☐ Apply the principles of creativity to realise fun and engaging gaming experiences
- ☐ Explore game development across a range of application domains, including gamification and serious games
- ☐ Create your own intellectual property during the course, giving you the opportunity to launch your own game

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FALMOUTH UNIVERSITY / FLEXIBLE LEARNING

Why Falmouth Flexible?

Falmouth University has a history of more than 100 years of creative thinking. Today, we recognise that anyone should be able to access our first-class education. That's why our online courses give you the flexibility to learn at the times and places that suit you.

We see our graduates win prizes, get sought after jobs and promotions, take huge strides in their freelance businesses and undertake further study. Those who work whilst studying are proving again and again to the business they work in, the value of a Falmouth degree.

Our online, part-time postgraduate courses have been specifically designed to fit around your work and personal commitments. Thanks to their flexible format, you don't need to put your life on hold while you gain the knowledge and skills you need to take the next step in your career.

Throughout your studies with Falmouth Flexible, you'll be supported by a team of academics who are leading experts in their fields and have close industry links, just as you would be with our on-campus MAs. Our online MAs hold the same academic weight as our on-campus MAs.

As a Falmouth Flexible student, you can expect an online learning experience that's engaging, challenging, rewarding, and characterised by meaningful interactions with your peers and tutors.

Featuring SquirrelSoft's **Kick Your Astronaut** on the arcade machine

© SquirrelSoft - Kick Your Astronaut

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Key benefits:

☐ Choose from 3 intakes a year
☐ Study flexibly from your home or office, or while you're on the move – anywhere in the world
☐ There's no need to relocate, take a career break, or apply for a visa
☐ Fit your postgraduate degree around your busy working life while you study part-time
☐ Study alongside students from around the world and grow your global professional network
☐ Get support from your dedicated Student Advisor, on hand throughout your studies to help with any non-academic queries

How you'll learn

With Falmouth Flexible, you access your course content, interactions with other students and tutors, and learning resources, through Canvas, our easy-to-use online learning platform.

All modules, learning activities and assessments are delivered online. All course modules are broken down into manageable weekly chunks so that you can fit your studies around work and other commitments.

MA Indie Game Development Introduction

Are you passionate about games? Do you have an original idea for an indie game you want to see come to life?

Globally, games and gamification are transforming the way we connect and interact with people and the world around us.
On this course, you'll learn to become a confident and daring indie game developer, producing exciting and engaging gaming experiences.

You'll learn to integrate design tools, programming languages and game engines, as well as specialist middleware and frameworks, into your game development practice.

You'll also grasp the principles of the creative process, from ideation and design through to delivery and dissemination.

By the end of the course, you'll have a solid understanding of the business models used by indie game studios and how you can start up your own studio. If you already have an idea for a game, you'll also learn how to get it off the ground.

This course builds on the success of our existing on-campus courses in Falmouth's Games Academy, which has a track record of student success. In 2020 the Academy was featured as one of the top 50 games schools in the world rated by **The Princeton Review**.

The Academy is full of people working in all aspects of the games industry, creating real games and digital products every day. As an MA Indie Game Development student, you'll benefit from our 'doing it for real' approach.

Who is this course for?

You should be:

☐ Passionate about games
☐ Keen to immerse yourself in the artistic, technical, and business aspects of indie game development
☐ Looking to make and release your own games

However, the critical thinking and research skills you learn on the course are also applicable to a range of careers, including:

☐ Indie game development
☐ Entrepreneurship
☐ Game design
☐ Digital art
☐ Programming
☐ Production
☐ Gamification
☐ Creative technology
☐ Immersive art
☐ Education

What you'll learn:

Throughout the course, you'll work with leading academics and industry veterans, in teams and independently to help you learn how to expertly:

☐ Produce original and engaging games based on your own intellectual property
☐ Critically reflect upon and evaluate working methods and find solutions
☐ Pitch your ideas, communicate concepts and present content visually with clarity and confidence

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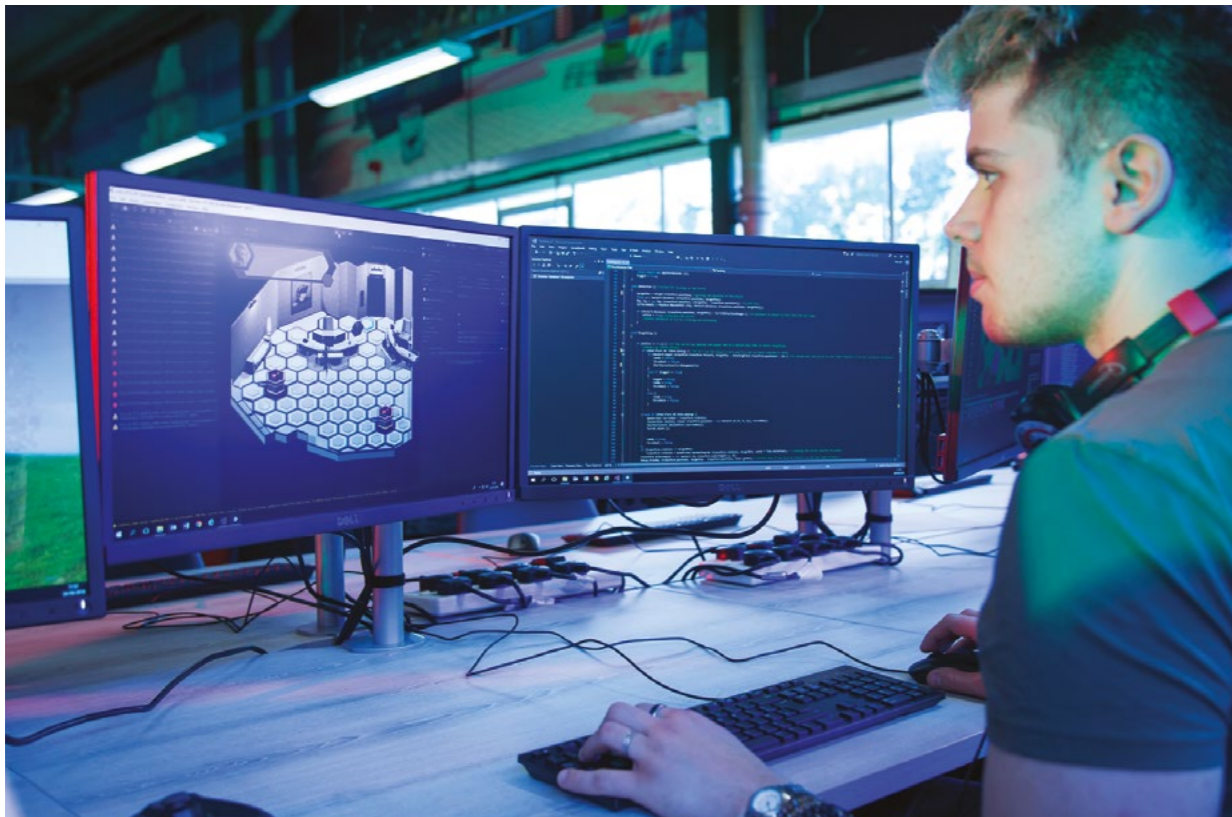
Course structure

MA

You will need to complete four 30-credit modules and one 60-credit project (180 credits in total). All modules on the course are compulsory and must be passed in order to complete the award.

PGDIP

You will need to complete four 30-credit modules (120 credits in total). All modules on the course are compulsory and must be passed in order to complete the award. A dissertation (major project) is not required.

MODULE ONE | DEVELOPMENT PRACTICE (30 CREDITS)

01 Experiment with new approaches to challenge your existing ideas about development practice by devising a series of small-scale creative artefacts. Create a personal case study, where you can define how to expand and enhance your development practice. Gain a broader sense of the contexts in which these practices are applied across disciplines.

MODULE TWO | GAME DEVELOPMENT (30 CREDITS)

02 Develop and combine skills from the art, design and programming disciplines to create your own small indie game. Gain an understanding of how game development draws from many different disciplines, and of the different tasks involved in making games. Produce a report that explains the cross-disciplinary context for your creative process to support your game.

MODULE THREE | CO-CREATIVE DESIGN AND DEVELOPMENT PRACTICE (30 CREDITS)

03 Collaborate with a team on a problem-led creative project. Work together to situate, design, implement and evaluate your creative artefact. Strategically manage scope, workflow, communication roles and responsibilities, with the support of your supervisor. By the end of the module, you'll have produced an original artefact based on your own intellectual property which clearly illustrates how you can engage an audience.

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MODULE FOUR | INDIE GAME START-UP (30 CREDITS)

04 Design and prepare to launch a small business with a focus on indie game development. Investigate and assess market opportunities in an area of your choice. Explore your audience, compare how game businesses operate, contrast business models, and consider how intellectual property can be managed. Devise a business plan and explore branding, cash flow modelling, enterprise planning, incorporation, how to seek further investment, and interrogate routes to market.

FINAL MAJOR PROJECT (60 CREDITS)

05 Work on a major research and development project, either independently or with others, with the support of your supervisor. Expand and consolidate your skills of devising, developing and executing an extended development project. Build upon your projects from other modules or develop a completely new concept. Finish the course with a polished project of publishable quality.

Learning experiences

Engaging online learning experiences will help you apply theory to practice.

They could include:

- Online audio-visual lectures to introduce key concepts. They are not simply recordings of live teaching, but are created specifically for online learning, with opportunities for dialogue amongst and between students and teaching staff
- Online small group discussions for dialogue and debate, reflection and critical feedback
- Online individual tutorials where you can get feedback from tutors on your progress
- Online group tutorials and crits where tutors can mentor your group and comment on your progress and prototypes
- Self-evaluation to help you reflect critically on your working methods and develop personal responsibility for your progress
- Practice-based workshops to help you develop practical, technical and team working skills
- Jams and Hackathons to help you develop computing skills, creativity and the ability to work effectively in teams. Jams often provide a launch place for the devising stage of a development, as is common within the industry

Assessments

Assessments are 100% coursework, submitted via Canvas, the online learning platform. They are designed to reflect professional practice and can include:

- Projects
- Portfolios
- Pitches
- Papers

Student Support

Throughout your studies, you'll be supported by a student advisor. Their job is to answer any non-academic queries you may have, and they can be contacted via email, phone, text or WhatsApp.

They can show you around the online learning platform, guide you through enrolment, and give advice on managing your work/life balance.

As a Falmouth student, you enjoy an equal status to students studying on campus:

- Your own student ID card
- 24/7 online access to library resources
- Students' Union community
- Careers advice
- IT services and training
- Wellbeing advice and support
- Access to study skills training on topics such as note making and referencing

Teaching team

You'll learn from a multidisciplinary team from Falmouth Games Academy with expertise across disciplines, bringing together art, animation, audio, design, programming, and writing.

Falmouth University has a track record of success in indie games being published:
Get Packed by Moonshine Studio, Soria by Polargryph, SAI by Studio Mutiny, Roboats by Animal Puree, Kick Your Astronaut by SquirrelSoft and Karate Krab by Liquid Sapling.

Face-to-face events

You're invited to attend face-to-face residential workshops, which take place up to twice a year, with dates and the locations of the event varying.

These workshops offer a wider industry context for your learning, the chance to meet academic staff and socialise with other students, and to network with professionals in your field.

You don't have to attend face-to-face events to complete your degree, but it's a great opportunity to supplement your learning.

Fees and funding

© Liquid Sapling - Karate Krab

Total course fee

£10,900 (including £250 acceptance fee)

Additional costs

To complete your coursework, you'll require a desktop/laptop at an expense of around £1,300, capable of running game engines and 3D Modelling software, as well as Canvas, our online learning platform.

Payment options

- ☐ One-off payment
- ☐ Six equal instalments spread over a two-year period

Payment methods

Payments can be made online or by phone, using a credit or debit card, or by bank transfer.

Please visit our **fees and funding page** for more information or email us at postgraduate@falmouth.ac.uk.

Application offers

We offer a range of bursaries, early application offers, and alumni discounts.

Loans

You may be eligible for funding from the UK Government.

Please visit our **fees and funding page** for more information or email us at postgraduate@falmouth.ac.uk.

Entry requirements

You will need:

- ☐ An honours degree or Level 6 equivalent qualification
- ☐ Proof of proficiency in English (minimum overall score of IELTS 6.5 with at least 6.0 in Reading, Writing, Speaking and Listening or TOEFL IBT (Internet Based Test) with a minimum of 88 overall and at least 21 in all 4 components)

  We also accept a range of equivalent recognised English language qualifications.

Candidates without a degree or formal qualification are still encouraged to apply. For more information regarding equivalent international qualifications and Accreditation of Prior Learning (APL) please email us at postgraduate@falmouth.ac.uk or call us on +44 (0)1326 213827.

How to apply

Application steps:

- ☐ Submit an **online application form**
- ☐ Submit a copy of your first degree certificate or Level 6 equivalent qualification and your IELTS certificate if English is not your first language

Late applications may be considered if places are available.

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Contact us

To find out if Falmouth University's flexible MA Indie Game Development is right for you, get in touch with our team.

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