

**SCHOOL OF THE ARTS**

**GAME DESIGN 100%**

**Registration**

**2023-24**

* 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](mailto:sscarts@liverpool.ac.uk)).

| **Structure** | | | | | |
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| **Year 1** | | | | | |
| Students must choose one from: COMP101, COMP105.  In line with University policy, students are normally expected to select their modules such that 60 credits are taken in each semester. | | | | | |
| **Year 1 Semester 1** | | | | | |
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| **Code** | **Module** | **Credit** | **Level** | **Type** | **Pathway(s)** |
| SOTA103 | CREATIVE PRINCIPLES IN GAME DESIGN 2023-24 | 15 | Level 4 | Required |  |
| COMP111 | Introduction to Artificial Intelligence 2023-24 | 15 | Level 4 | Required |  |
| SOTA101 | INTRODUCTION TO GAME DESIGN STUDIES 2023-24 | 15 | Level 4 | Required |  |
| COMP101 | Introduction To Programming 2023-24 | 15 | Level 4 | Optional |  |
| COMP105 | Programming Language Paradigms 2023-24 | 15 | Level 4 | Optional |  |
| **Year 1 Semester 2** | | | | | |
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| **Code** | **Module** | **Credit** | **Level** | **Type** | **Pathway(s)** |
| COMP108 | Data Structures and Algorithms 2023-24 | 15 | Level 4 | Required |  |
| SOTA102 | GAMES AND MEANING 2023-24 | 15 | Level 4 | Required |  |
| COMP122 | Object-Oriented Programming 2023-24 | 15 | Level 4 | Required |  |
| SOTA104 | SPATIAL DESIGN IN GAMES 2023-24 | 15 | Level 4 | Required |  |