

FALMOUTH

UNIVERSITY

WELCOME TO GAME DEVELOPMENT: WRITING AT FALMOUTH.

Dear [NAME]

Welcome to Game Development: Writing with Integrated Foundation Year at Falmouth.

We're getting in touch with some important information about your course as you prepare to join us. At the end of this letter, you will also find information about how you can make sure your skills and knowledge are of a standard whereby you will be able to hit the ground running from day one.

At the back of this letter there is also a list of equipment that you should bring with you, as well as any other costs that you might incur throughout your course. Some of your academic experience will be online. Across the institution, we are committed to delivering only around 10% or less of the teaching on our courses online.

However, to engage in the digital learning activity, you will need a laptop to access the platforms and tools we use. You will be provided with free access to the Microsoft Office suite, (including Word, Excel and PowerPoint) while you study at Falmouth. If you are worried about being able to afford any equipment, additional financial support may be available through the Falmouth University Hardship Fund. Further details on how to apply can be found on the website at falmouth.ac.uk/study/student-funding/hardship-fund.

All of us in the Games Academy look forward to working with you soon. As part of the foundation year, we will dive into each discipline that we offer as a department, not only will this increase your industry knowledge and appreciation of your peers across courses, but also make sure that you have chosen the correct course for your undergraduate degree.

Whilst you are doing your projects at university, you can engage with our community online. Join our Discord and introduce yourself: [Games Academy Discord](#)

Over the summer, if you have any questions, you can join the Student Mentor team on Facebook to talk about the course, living in Cornwall and what to expect at Falmouth. Our mentors are already studying on your course, so ask them anything you like. Find them at the [Games Academy Facebook page](#). If you're not on Facebook, you can still speak to a Student Mentor. Email your name and your course to studentmentors@falmouth.ac.uk and they will be in touch.

Over the next few weeks, we'll email you more important information about your course and life at Falmouth. If you're going to be away or out of contact, make sure you ask someone to check your emails and reply on your behalf.

We know there is a lot to think about before you start at university. So, we're here to help. If you have any questions, just get in touch with Applicant Services on +44(0)1326 213730, use LiveChat on our website or email applicantsservices@falmouth.ac.uk

Finally, we wish you an enjoyable summer and we're looking forward to welcoming you to Falmouth in September.

Yours sincerely,

Dr Michael James Scott

Associate Professor and Head of Computing

michael.scott@falmouth.ac.uk

Getting started

Your offer

If you have a conditional offer, your place is subject to meeting those conditions. This means we're waiting to receive your results or some more information before your place can be finalised. You can see these conditions on your UCAS Hub

<https://accounts.ucas.com/account/login>

If you need to ask us anything about your offer, get in touch with our Applicant Services team on +44(0)1326 213730, use LiveChat on our website or

email applicantsservices@falmouth.ac.uk

Enrolment and Student Terms & Conditions

You'll get an email two weeks before the start of term telling you how to enrol online. You'll need to enrol before the first day of term to officially register as a student of Falmouth University and receive your undergraduate student loan.

When you enrol, you'll need to agree to and comply with the University's Student Terms & Conditions. These Terms & Conditions are important, and we encourage you to read them carefully, before enrolling. You can find them under 'Student Terms & Conditions' on our website www.falmouth.ac.uk/student-regulations

Tuition fees (per year)

2023-2024 full-time UK: £9,250

2023-2024 full-time International: £17,460

Term dates

You can find our term dates on the website at falmouth.ac.uk/experience/term-dates/term-dates-2023-24

Teaching and assessment will be throughout the full 15 weeks of the study blocks.

Study Block 1 starts on Monday 18 September.

Your timetable

Your academic timetable shows all scheduled learning activities and your course timetable. It will be published in early September. After you've enrolled, you can view it via the Student Portal at falmouth.myday.cloud/ or the Falmouth University App. You can download the app by searching the Google Play Store or Apple Store.

Welcome Week

Your timetable will show you where you need to go and when on Monday 18 September and throughout the week.

This is the week when you'll meet your course mates, course tutors and University staff. There will be important inductions to both your course and the wider University facilities and services, in addition to social activities organised by the University and Students' Union.

Pre-course preparation

For your first module we will be building a Role-Playing Game (RPG) in teams, to prepare for your course over summer it would be beneficial to play and research popular RPGs. It is also recommended that you familiarise yourself with both team working techniques and strategies, a good starting point would be to use the reading list supplied.

As you progress through the IFY you will be slowly introduced to several topics, designed to help you build practical problem-solving skills and help lay the foundations to become a successful software developer. To this end you will begin with learning how to reflect on previous experiences, positive or negative experiences and how we can learn from them. Further on in the year we will look in detail at the principles of Agile project development, with a focus on SCRUM. There are several good resources online, including forums, videos and articles on these subjects which should be utilised for those students that want to get ahead.

Reading list and costs (IFY)

Ghaye, T., 2010. *Teaching and learning through reflective practice: A practical guide for positive action*. Routledge. RRP £32

Keith, C., 2010. *Agile Game Development with Scrum*. Boston, MA: Addison-Wesley. RRP £43.

Matrin, R.C., 2008. *Clean code: A Handbook of Agile Software Craftsmanship.*, Boston, MA: Prentice-Hall. RRP £20.

Bond, J.G., 2018. *Introduction to Game Design, Prototyping, and Development from Concept to Playable Game with Unity and C#*. Upper Saddle River, NJ: Addison-Wesley. RRP £32.

Kent, S.L., 2010. *The Ultimate History of Video Games, Volume 1: From Pong to Pokemon and Beyond... the Story Behind the Craze That Touched Our Lives and Changed the World (Vol. 1)*. Crown.

Electronic copies of books will be significantly cheaper than hard copies. Some have been released online by authors as free PDF documents. As such, the cost of book purchases should not exceed £150 and can be significantly less.

Do not worry if you have not worked as part of a team or created games (physical or digital) we will cover everything that you need to know.

Equipment and costs

You will need access to your own private personal computer to be able to put in the computer programming practice that is needed to become a computing professional.

A suitable personal computer for this course will likely cost around £750. The latest advice about which computers we recommend you buy for your course is available here:

link.falmouth.games/computer-advice

You will also have access to machines with a very high specification in our studios where you'll be expected to do most of your work.

It is important that you have a reliable internet connection, as some materials are made available to you through our virtual learning environment. We recommend a fibre broadband connection if available, but a minimum of at least 5Mbps will be suitable for livestreaming content.

Consumable electronics

You must reserve a budget of at least £40 to purchase additional materials and electronic components for your individual creative computing project.

Headset with Microphone

You will need a headset with a microphone for some classes. We recommend purchasing a high-quality headset for your comfort. Manufacturers such as *Sennheiser*, *Razer*, *HyperX* and *Corsair* are rated highly by our current students. These can cost between £30 - £150.

Webcam

You will need a webcam in some teaching. Manufacturers such as *Logitech*, *Microsoft*, and *Razer* are rated highly by our current students. These can cost between £25 - £100.

If you have further questions, need more detailed advice or would like us to check the suitability of a particular model, then please email games.support@falmouth.ac.uk