

Teaching and Assessment - Study Time

Your study time will consist of face-to-face contact hours with industry experienced specialist lecturers.

A typical composition of study time for this course is:

BA (Hons) Games Art and Animation	Year	% of time in face-to-face learning with lecturers	% of time in independent study
	1	42	58
	2	39	61
	3	33	67

Independent learning

When not attending timetabled sessions, you will be expected to continue learning independently through self-study.

Typically, this will involve utilising a range of digital resources including our virtual learning environment; reading journals, articles and books; working on individual and group projects; undertaking research in the library and preparing coursework assignments and presentations.