



Raffles
College of Higher Education

BACHELOR OF ARTS (HONOURS) IN GAMES DESIGN (TOP UP)

Awarded by : University of Northampton, United Kingdom
Intakes : January and July
Duration : 1 Year (Full-time)

Modules

Group Project 3 (Games)

This module places significant emphasis on independent learning, development, and responsibility through the creation of a social game following industry practices. The production process and game design are student-directed and supported by a supervisor and tutor-led sessions. The final game should reflect a full development life cycle—from design to publication—and be of professional quality suitable for inclusion in a portfolio.

Credit Points: 20
Core

Design Innovation

This module encourages students to explore innovative or unconventional technologies to create genuinely new and interactive digital experiences, pushing boundaries in game design and user engagement.

Credit Points: 20
Core

Professional Practice in Games

This module ensures students understand the needs and expectations of the digital games industry by examining its social, economic, and cultural context. Students develop skills in pitching concepts and business models, building a professional web presence, recognizing market trends, and preparing for job applications, interviews, and industry participation.

Credit Points: 20
Core



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Art Director Portfolio, Final Major Project

This capstone module allows students to develop a refined body of work demonstrating their specialisation—such as Concept Art, Environment Art, Animation, or UI Design. Through regular critique and mentorship, students polish industry-standard portfolio pieces aligned with their professional aspirations, integrating skills from previous and current studies.

Credit Points: 60
Core