Study with us

About your Course

Courses Covered

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
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<tbody>
<tr>
<td>CTMEGAD</td>
<td>MA Games Art and Design</td>
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</tbody>
</table>

You can find full details of your course in the Programme Specification.

Important points

- The MA Games Art and Design degree allows you to develop your Games Art skills and knowledge to a professional level.
- You will produce a commercial-standard personal portfolio that reflects the forefront of current practices in approach, style and vision.
- Explore the theoretical and contextual understanding of games art, its audiences and significances in our contemporary media culture.
- Develop professional-level enquiry, research, creative invention, project planning and management practices.
- On this master’s degree you will learn in a multi-disciplinary environment through discussion and the exploration of ideas.

Academic Year

Academic Year 2021 – 2022

The University’s academic year is made up of 3 Semesters. Normally most undergraduate programmes use Semesters A and B, additionally postgraduate programmes and specific undergraduate programmes use Semester C. Each of these is made up of teaching weeks followed by exams (the re-sit period falls within Semester C).

- Semester A runs from Monday 27 September 2021 to Friday 21 January 2022
- Semester B runs from Monday 24 January 2022 to Friday 13 May 2022
- Semester C runs from Monday 16 May 2022 to Friday 09 September 2022

For further details, please visit: https://www.herts.ac.uk/study/term-and-semester-dates
## Additional expenses

<table>
<thead>
<tr>
<th>Description</th>
<th>Year</th>
<th>Mandatory/ Optional</th>
<th>Estimated cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Printing and finishing</td>
<td>1</td>
<td>Optional</td>
<td>£50</td>
</tr>
<tr>
<td>Final Project Materials</td>
<td>1</td>
<td>Required</td>
<td>£100-£400</td>
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No additional expenses have been specified for this course.