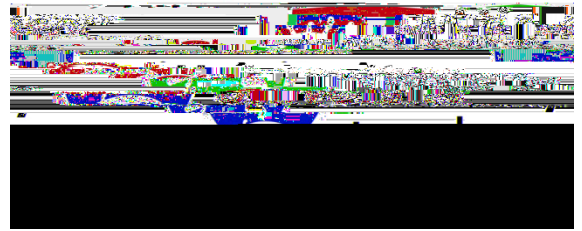


# BA(Hons) 3D for Games and Film

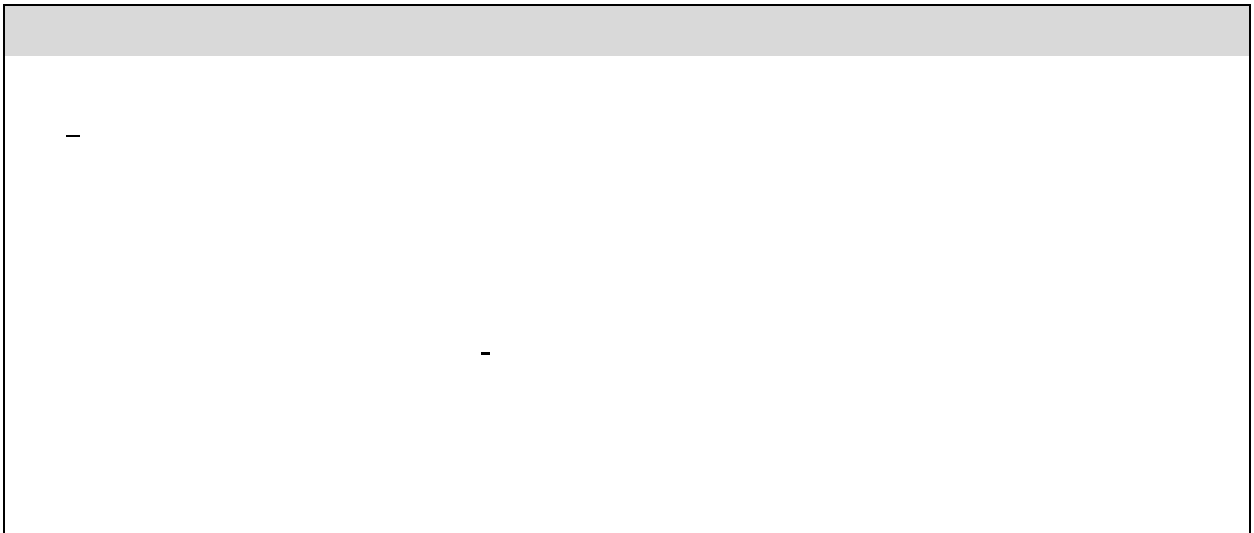
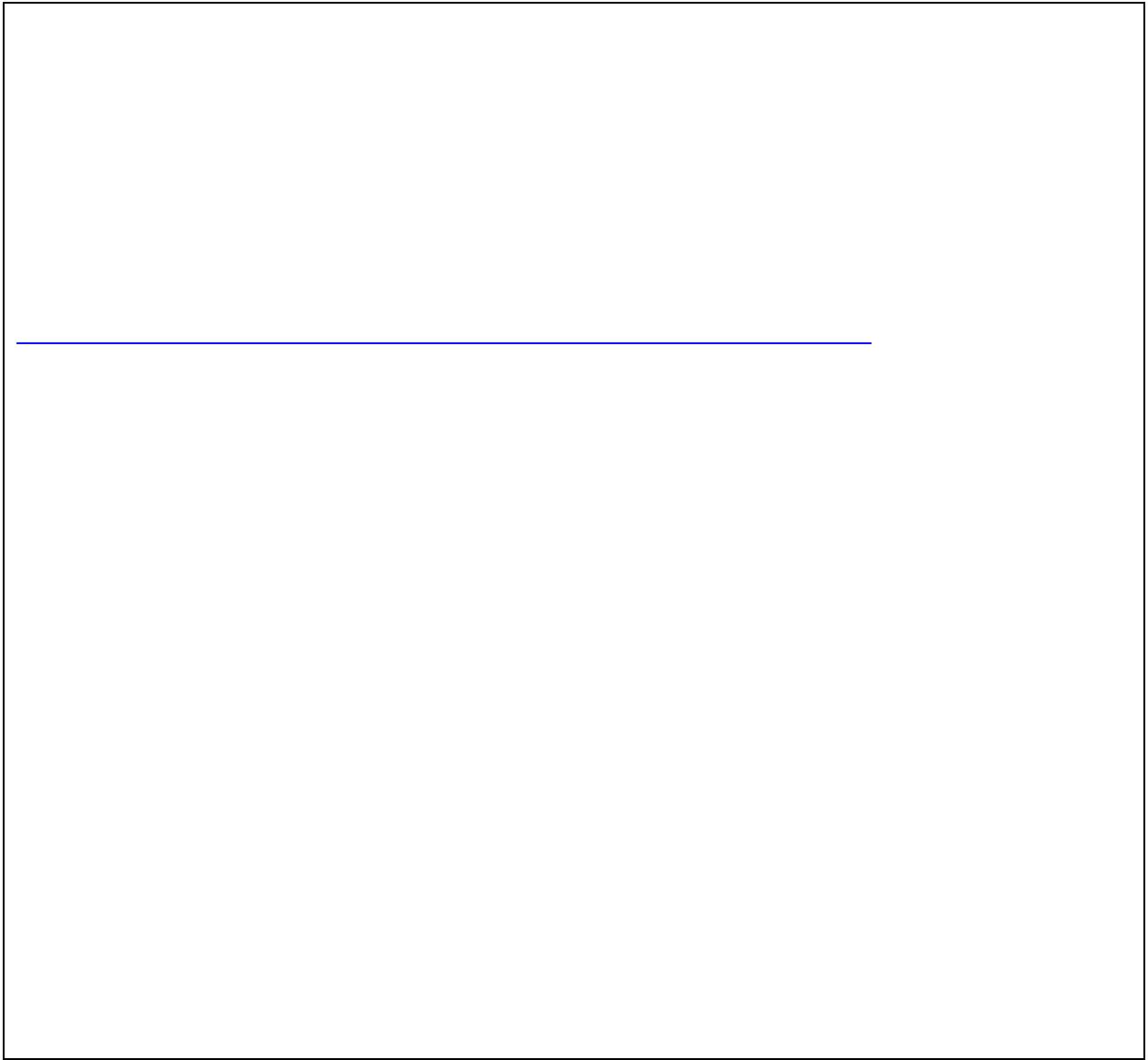
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1. Programme title	

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x

x

**11. Programme outcomes\***

**A. Knowledge and understanding**

**Teaching/learning methods**

**Assessment methods**

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**12. Programme structure (levels, modules, credits and progression requirements)**

**12. 1 Overall structure of the programme**

	<b>Autumn Term</b>		<b>Winter Term</b>
<b>Level 4</b>			
<b>Level 5</b>			



