

Computer Game Applications Development

Abertay University

Content

Using the latest technology and tools, you'll cover game development topics such as gameplay mechanics, AI for games and audio programming. You'll also learn general games programming in custom frameworks and industry-standard game engines such as Unreal Engine 5.

You'll develop games at every stage of the course, including larger projects in multidisciplinary teams. This games-orientated programming course is directly relevant to the sector, evolving as fast as the industry does. Plus, there's internship and mentoring opportunities with local and global games companies.

You'll graduate with all the confidence and skills you need for an exciting career in the multi-billion-pound creative industries, including games and software development.

Start Date

September

Qualification

Degree

Study Method

Full time

Award Title

BSc Hons

UCAS Code

G450

Course Length

4 years

Faculty

Faculty of Design, Informatics and Business

Department

Games Technology and Mathematics

Entry Requirements

2027 entry requirements

Standard entry: 4 Highers at ABBB plus Maths at National 5 at B.

Widening access entry: 3 Highers at ABB plus Maths at National 5 at B.

For 2nd Year entry, you must have 3 Advanced Highers at AAB including Maths and Computing Science.

SCQF Level

10

Progression Routes

«ProgressionRoutes»

Combination Courses

«htmlCombinationCourse»

«htmlCombinationUCASCode»

Address

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Website

www.abertay.ac.uk