

Computer Game Applications Development

Abertay University

Content

Create games and interactive experiences or script game mechanics and programming tools by choosing a world-leading degree that arms you with the skills you need for a fast-paced and exciting career in the multi-billion pound computer games industry.

Widely recognised as the place to gain a games qualification, this degree will develop your skills in games programming, artificial intelligence for games, network programming, and interface design, making sure you're adept in the use of industry standard game engines and technologies.

The programme boasts the best teaching in the area (a blend of industry and academic experience) and is designed to evolve as the games industry changes and technology advances. This ensures you're well equipped for employment within the creative industries sector.

Start Date

September

Qualification

Degree

Study Method

Full time

Award Title

BSc Hons

UCAS Code

G450

Course Length

4 years

Faculty

School of Design and Informatics

Department

Games Technology and Mathematics

Entry Requirements

2024 entry requirements

Standard entry: 4 Highers at AABB 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