

# Computer Games Technology

Abertay University

## Content

On this course you will learn all the skills you need to become a programmer in one of the most demanding and rewarding industries in the world.

From games programming, graphics and artificial intelligence to games hardware and procedural generation, this challenging degree equips you with the confidence and skills you need to pursue a career in the multi-billion pound games industry.

To make sure you're learning at the cutting edge, the programme is kept up to date as the games industry changes and technology advances, ensuring you're work ready and familiar with whatever challenges the sector throws up.

## Start Date

September

## Qualification

Degree

## Study Method

Full time

## Award Title

BSc Hons

## UCAS Code

G470

## Course Length

4 years

## Faculty

School of Design and Informatics

## Department

Computing and Mathematics

## Entry Requirements

2022 entry requirements:

Standard entry: 4 Highers at AABB including Maths at B.

Widening access entry: 3 Highers at ABB including Maths at B.

For entry to second year, 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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Dundee  
DD1 1HG

## Website

[www.abertay.ac.uk](http://www.abertay.ac.uk)