Computer Games Technology

Abertay University

Content

Become a sought-after games programmer at one of the top Computer Games Universities in Europe. Join this world-leading Computer Games Technology degree and study the engines and hardware that make computer games work.

You'll create your own game prototypes, showcasing current techniques using the latest technologies. This means diving into game development through subjects like graphics, network and AI programming on console and PC, and by building your own game engine. Real-world experiences, like intern opportunities and working with leading games companies, make you even more employable.

Along the way you'll be taught by industry experts who worked on award-winning games and be studying right here in Dundee - home to over a third of the country's games companies.

Start Date

September

Qualification

Degree

Study Method

Full time

Award Title

BSc Hons

UCAS Code

G470

Course Length

4 years

Faculty

Faculty of Design, Informatics and Business

Department

Games Technology and Mathematics

Entry Requirements

2026 entry requirements

Standard entry: 4 Highers at ABBB including Maths.
Widening access entry: 3 Highers at ABB including Maths.

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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Website

www.abertay.ac.uk