

# Computer Games Technology

Abertay University

## Content

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.

You'll learn from industry experts who have worked on award-winning games and be studying right here in Dundee – the centre of Scotland's games industry. Real world experiences, like intern opportunities and working with mentors from leading games companies make you even more employable.

Abertay aim to position you for employment in the games industry and in wider software development roles. You'll graduate work-ready, able to thrive on the programming challenges of the workplace.

## 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

2027 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

Bell Street  
Dundee  
DD1 1HG

## Website

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