

Computer Arts

Abertay University

Content

Immerse yourself in a world of digital design on one of the most prestigious Computer Arts degrees in Europe. You'll be immersed in 2D and 3D art techniques, creating characters, environments, and animation using industry-standard software and hardware.

Join the university's vibrant, multi-disciplinary community, with industry and creative professionals who'll support and guide you all the way. You'll access networking, collaboration, and mentorship opportunities with leading game studios. Through individual and team projects you'll develop industry-ready work, showcasing your artistic, professional and technical abilities.

You'll use cutting-edge technology and entertainment production techniques as you work collaboratively with other students in game design and games technology. Plus as part of the Adobe Creative Cloud, you will have full access to applications such as Photoshop, InDesign, Acrobat, and more.

Start Date

September

Qualification

Degree

Study Method

Full time

Award Title

BA Hons

UCAS Code

GW42

Course Length

4 years

Faculty

Faculty of Design, Informatics and Business

Department

Games Technology and Mathematics

Entry Requirements

2025 entry requirements:

Standard entry: 4 Highers at ABBB including Art and Design, Graphic Communication, Photography or a technological subject. Portfolio of work to be submitted.

Widening access entry: 3 Highers at ABB including Art and Design, Graphic Communication, Photography or a technological subject. Portfolio of work to be submitted.

For entry to second year, you must have 3 Advanced Highers at AAB including Art and Design and Computing Science or Graphic Communication.

SCQF Level

10

Progression Routes

«ProgressionRoutes»

Combination Courses

«htmlCombinationCourse»

«htmlCombinationUCASCode»

Address

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Website

www.abertay.ac.uk