

Game Design and Production

Abertay University

Content

Become more than a fan of games – prepare to break into a Game Design or Production career.

Gain a complete understanding of what it means to work in the modern games business, taught by people who've worked there. You'll create concepts and prototypes, design levels, audio and systems to craft powerful and emotive experiences. You'll be supported by staff with real world technical, theoretical and practical expertise.

Building confidence and experience in inclusive multi-discipline teams, you'll collaborate with professional game studio clients. You'll focus on your specialisms in individual projects and lead teams with your new skills in production, quality assurance and user experience (UX).

Start Date

September

Qualification

Degree

Study Method

Full time

Award Title

BA Hons

UCAS Code

G452

Course Length

4 years

Faculty

Faculty of Design, Informatics and Business

Department

Games and Arts

Entry Requirements

2027 entry requirements

Standard entry: 4 Highers at ABBB.

Widening access entry: 3 Highers at ABB.

Entry to year 2 is possible with 3 Advanced Highers at AAB including two from Maths, Art and Design, Computing Science, Design and Manufacture, Graphic Communication and Music.

SCQF Level

10

Progression Routes

«ProgressionRoutes»

Combination Courses

«htmlCombinationCourse»

«htmlCombinationUCASCode»

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Website

www.abertay.ac.uk