Game Design and Production

Abertay University

Content

Study your Game Design and Production degree at one of the most prestigious game design schools in the world. Learn to push the boundaries of games making using your outstanding creative and technical skills.

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 experience. Building confidence and experience in inclusive multi-discipline teams, you'll collaborate with professional game studio clients.

You'll learn to communicate through prototypes, asset creation, documentation and presentations, covering topics such as:
Game concept development; Level design; Testing and user experience; Communication and leadership skills.

Start Date

September

Qualification

Degree

Study Method

Full time

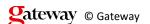## Award Title

BA Hons

UCAS Code

G452

Course Length

4 years

Faculty

Faculty of Design, Informatics and Business

Department

Games Technology and Mathematics

Entry Requirements

2026 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

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Address

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Website

www.abertay.ac.uk