

Serious Games and Virtual Reality

Glasgow School of Art

Venues

Main Campus

Content

provides students with the skills to become a key part of this explosive growth, and potential to become key innovators in this exciting and rapidly developing area. The MSc offers students with prior programming/scripting experience the transferable skills to design, develop and analyse games and simulations for a range of application areas and to conduct interdisciplinary research in the serious applications of games technology, particularly in healthcare, education and training.

As Virtual Reality and interaction technologies approach mainstream adoption, new opportunities for the application of immersive games technologies in engineering, medicine and in the home are putting games at the forefront of innovation worldwide.

Programme Structure

Stage 1:

Core Research Skills for Postgraduates; Games Programming; Serious Game Design and Research; Elective

Choose one from: Interactive Heritage Visualisation; Applications in Medical Visualisation.

You can exit after Stage 1 with PgCert Serious Games and Virtual Reality.

Stage 2:

Motion Capture and Interaction; Audio for games and interactive applications; Serious Games Development; GSA Elective.

You can exit after Stage 2 with PgDip Serious Games and Virtual Reality.

Stage 3:

MSc Research Project.

Start Date

September

Qualification

Postgraduate Master's

Study Method

Full time

Award Title

MSc

Course Length

12 months

Department

School of Design

Entry Requirements

Honours degree or equivalent professional practice in any of the following disciplines: Computer science, computer graphics, computer programming, software development, mathematics, or physics, Computer games programming, game development, game design, game art, 3D modeling and animation, interactive systems

SCQF Level

11

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