

Computer Games (Software Development) (3rd year entry)

Glasgow Caledonian University

Content

The Computer Games (Software Development) stream will emphasise the technical programme requirements (including the Mathematics/ implementation of physical mechanics), but would also share an appreciation of the core elements of Game Design.

Computer Games Software Development concentrates on technical programming requirements, including the mathematics and implementation of physical mechanics. Your studies will include the creation of 2D and 3D graphics, the use of 3D animation in games, the creation of 'thinking' creatures, new product development and professional issues involved in the development of software and the core elements of Game Design. The Design and Software Development programmes are accredited by the Chartered Institute for IT (BCS).

Start Date

September

Qualification

Degree

Study Method

Full time

Award Title

BSc Hons

UCAS Code

W280

Course Length

2 years

Faculty

School of Computing, Engineering and Built Environment

Department

Applied Computer Games

Entry Requirements

2022 entry requirements:
Relevant HND.

SCQF Level

10

SCQF Points

«SCQFPoints»

Progression Routes

Graduates will enjoy excellent employment opportunities as the Computer Games Industry continues to grow. Graduates of the programme can expect to find work as both Game Designers and Programmers. The Games and Creative Media industries are areas of significant growth within the Scottish economy.

Combination Courses

«htmlCombinationCourse»

«htmlCombinationUCASCode»

Address

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