Computer Games Development

University of the West of Scotland

Venues

Paisley Campus

Content

The BSc Computer Games Development combines practical development skills with games design.

Throughout the course you will develop your skills in game programming and game engine scripting for multiple platforms. You'll be supported by dedicated games studios and have interaction with animation artists.

This is a practical, career-focused degree that encourages you to publish games and demonstrate your work to employers at our end-of-year Digital Futures event.

Major games studios only employ the most talented and business-aware graduates, which is why we emphasise the need to work on real-world tasks and to create a strong e-portfolio and showreel.

UWS multi-skilled graduates work in various industries including games, animation and social networking.

Start Date

September

Qualification

Degree

Study Method

Full time

Award Title

BSc Hons

UCAS Code

G610

Course Length

4 years

Faculty

School of Computing, Engineering and Physical Sciences

Department

Computing

Entry Requirements

2027 entry requirements

Standard entry: 4 Highers at BCCC.

Entry to year 2 is possible with 3 Advanced Highers at CCD including Computing Science.

Widening access entry: 3 Highers at CCC.

SCQF Level

10

Progression Routes

«ProgressionRoutes»

Combination Courses

«htmlCombinationCourse» «htmlCombinationUCASCode»

Address

High Street
Paisley
Renfrewshire
PA1 2BE

Website

www.uws.ac.uk