

Games Development

Abertay University

Content

The goal of the MProf in Games Development is to turn graduates into professional developers by placing them into development teams, with industry-relevant project goals and deliverables. The teams enjoy a high level of independence in how they meet the game design briefs and approach the development process.

Supervision, mentorship and academic support look to emphasise the consequences of their decisions and processes, allowing the students to experience an organic and logical development and evolution of best practices. In addition, students develop their awareness in areas of potential innovation and research, and are encouraged to publish their work.

The remaining core elements of the course seek to separate the myths from the realities of working in the games industry, and expand students' awareness of design considerations with regards to the comparative importance and impact of narrative and gameplay theories. Uniquely, students select optional modules from across the entire university, allowing further development of their core skills if required, but more specifically allowing for a more individual and tailored learning experience through the additional study of areas of personal interest such as business, marketing, psychology and perception.

Start Date

September, January

Qualification

Postgraduate Master's

Study Method

Full time

Award Title

MProf

Course Length

12 months

Faculty

Graduate School

Entry Requirements

At least a 2:1 Honours degree that demonstrates expertise in one of the following areas: Art, Code, Design, Game Production,

Audio Production.

We will also consider applicants with a lower second class (2:2) in these subjects, if there is sufficient evidence of ability demonstrated in the Portfolio of Evidence supporting their application.

SCQF Level

11

Progression Routes

«ProgressionRoutes»

Combination Courses

«htmlCombinationCourse»

«htmlCombinationUCASCode»

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