

Computer Games Technology

Abertay University

Content

The programme is designed around five themes:

Games Production and Design

Uses the games development template as the basis for games design, development and production. This theme is strongly grounded in the market reality of games publishing.

Games Programming

Develops the core programming competence of students using DirectX and console hardware programming.

Professional Knowledge

Provides the underpinning mathematical and games industry knowledge required to be a professional in the computer games field.

Programming Specialism

Provides an opportunity to develop and evaluate the techniques used to implement network computer games and the AI techniques used in games.

Research

Provides an opportunity to explore a personal research topic related to computer games technology.

You can exit at the end of 9 months with PgDip Computer Games Technology.

Start Date

September

Qualification

Postgraduate Master's

Study Method

Full time

Award Title

MSc

Course Length

1 year

Faculty

Graduate School

Entry Requirements

A good (minimum of 2:2) Honours degree or equivalent in computing.

SCQF Level

11

SCQF Points

«SCQFPoints»

Progression Routes

Employment opportunities exist in a variety of sectors including computer games development, graphics and visualisation, multimedia and education.

Typical job titles include games programmer, graphics programmer, and AI programmer. Opportunities also exist for graduates to become self-employed, freelance contractors or to start their own games development business.

Combination Courses

«htmlCombinationCourse»

«htmlCombinationUCASCode»

Address

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Website

www.abertay.ac.uk