Computer Games Development

City of Glasgow College

Venues

City Campus

Content

This course prepares you for employment in a junior developer role within the Computer Games Industry or a junior software developer role within the IT Industry. The HNC Computer Games Development qualification has progression routes to our 2nd year HND Computer Games Development course and to 2nd year BSc Games and Software Development degree programmes.

Students will use industry standard software (including GameMaker Studio, Unity, Adobe CC) and hardware (PC, VR, mobile devices) for development.

Subjects you'll study include: Structured Programming for Games; Games Interface Design; Creating Graphics for Games; Game Theory; Mathematics for Games; Graded Unit & Team Project Work.

Applicants should note that this course contains maths subjects and progression to year 2 depends on having an ability to pass these subject areas.

Start Date

August

Qualification

HNC

Study Method

Full time

Course Length

1 year

Department

Games Development and Esports

Entry Requirements

Higher Maths or Computing Science plus 3 subjects at National 5 including English and Maths or Computing Science (whichever not held at Higher), or NQ Computing: Games Development (Level 6), or other relevant national qualifications at SCQF Level 6. Interview.

SCQF Level

7

SCQF Points

«SCQFPoints»

Progression Routes

Entry to 2nd year HND Computer Games Development course and to 2nd year BSc Games and Software Development degree programmes.

Combination Courses

«htmlCombinationCourse» «htmlCombinationUCASCode»

Address

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