Immersive Systems Design - Games and Virtual Reality

Glasgow School of Art

Venues

Main Campus

Content

Games and VR is a specialist pathway of the BSc in Immersive Systems Design. The programme provides graduates with a highly relevant skill set in practical software and immersive systems (Augmented and Virtual Reality) development, an understanding of how people and technology interact, combined with the creative insight essential to help create the future in immersive systems. This is a technology focused degree with a strong art-school foundation, combining rigorous taught components with studio based learning and critical thinking. Visualisation and Virtual Reality is now seeing a surge of rapid development and adoption worldwide.

With the entertainment market driving costs down, new opportunities are emerging for VR in broadcast and entertainment, medical, engineering and other domains. Through the programme students will gain an understanding of major issues around application development for games and virtual reality alongside practical skills for creating engaging and immersive interactive experiences. Students will specialise in application development for Games and Virtual Reality, while gaining a broader range of technical skills for the emerging VR market. Students will combine knowledge of how software and hardware digital systems function with game design skills.

Start Date

September

Qualification

Degree

Study Method

Full time

Award Title

BSc Hons

UCAS Code

G450

Course Length

4 years

Department

School of Innovation and Technology

Entry Requirements

Standard entry: 4 Highers at ABBB including English or another English based subject. Interview. Digital portfolio.

Widening access entry: 4 Highers at BBCC including English or another English based subject. Interview. Digital portfolio.

SCQF Level

10

Progression Routes

«ProgressionRoutes»

Combination Courses

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Website

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