

Computing with Esports (Level 5)

UHI Inverness

Venues

Inverness Campus

Content

With the increasing demand for workers to be skilled in cyber and digital technologies, this course provides you with the basic skills to progress in this ever-growing sector. You will learn how to build, upgrade and fault-find on computer systems as well as developing interactive multimedia skills in web and app development. You will have the opportunity to develop basic programming skills and actively organise and promote live esports events.

This course combines technical expertise with real-world applications, ensuring students gain hands-on experience while preparing for careers in computing, multimedia, and esports industries.

Start Date

August

Qualification

NQ

Study Method

Full time

Course Length

1 year

Department

Business and Computing

Entry Requirements

4 subjects at National 4 including English.

SCQF Level

5

Progression Routes

«ProgressionRoutes»

Combination Courses

«htmlCombinationCourse»

«htmlCombinationUCASCode»

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