

## Computing and eSports (Level 6)

Glasgow Clyde College

### Venues

Cardonald Campus

### Content

Esports is one of the most exciting areas in the entertainment and computing world - but this course isn't just about playing games. You'll combine your gaming enthusiasm with professional skill development, learning fundamental programming concepts, exploring how games are developed and collaborating on a project as a team.

While you develop your skills, you'll participate in the British Esports Student Champs, competing in popular titles like League of Legends, Rocket League, Valorant, and Overwatch 2.

Content includes:

Competitive computer gaming: Competition focused sessions geared towards British Esports

Games development: Under the hood look at the games you like to play

Broadcasting: Streaming to a target audience

Branding: Building your own and team online identity

Health and wellbeing in esports: Endurance during competitive gaming sessions

Programming: Introduction to core concepts of industry standard languages

Team working: Encourage belongingness within the course and the wider esports community.

### Start Date

August

### Qualification

NQ

### Study Method

Full time

### Course Length

1 year

## Department

Computing

## Entry Requirements

2 subjects at National 5 from Maths, Computing Science and a science subject, or relevant national qualifications at SCQF Level 5. Entry may be subject to an interview.

## SCQF Level

6

## SCQF Points

«SCQFPoints»

## Combination Courses

«htmlCombinationCourse»

«htmlCombinationUCASCode»

## Address

«Address»

## Website

www.glasgowclyde.ac.uk