

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. This NQ Computing and Esports course is not just about playing games; it's a holistic approach that combines gaming enthusiasm with professional skill development. Students explore diverse aspects, from game development insights, streaming techniques, and branding strategies to health and wellbeing in the esports domain. Moreover, it introduces fundamental programming concepts and emphasizes teamwork dynamics, fostering a well-rounded skill set crucial for excelling in the esports landscape.

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