

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; Cyber essentials; Broadcasting; Branding; Health and wellbeing in Esports; Programming; and, Teamworking.

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