

Introduction to Computer Games Design (including ESports)

North East Scotland College

Venues

Aberdeen City Campus

Content

This is the first step for those interested in a career in games development and Esports.

This course will introduce learners to the genres, trends and emerging technologies of the computer games industry. This course provides a foundation in techniques that are important to the sector, such as digital planning and design, creation of media assets, and development and testing — while also developing employability skills and Core Skills through enterprise activities.

Level 4/5 students will have an introduction to Esports, will explore video game characters, narrative design, creating an Esports brand, organising an Esports tournament and live-stream broadcasting.

Start Date

August

Qualification

Other

Study Method

Full time

Course Length

1 year

Department

Computing

Entry Requirements

No formal entry requirements.

SCQF Level

Progression Routes

«ProgressionRoutes»

Combination Courses

«htmlCombinationCourse»

«htmlCombinationUCASCode»

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