

## Animation for Games (3rd year entry)

Edinburgh Napier University

### Venues

Merchiston Campus

### Content

Do you have a passion for games? The Games Industry is the largest global entertainment industry, set to reach 256 billion dollars by the year 2025.

More than 2.5 billion people currently play games worldwide, and with continuing technological developments in hardware and software, gaming as a recreational, educational, or therapeutic pursuit, continues to grow.

The BSc Animation for Games degree is designed to provide opportunities for students coming from the FE College HND advanced entry route, interested in gaining the knowledge and skills required for a career in industry. However, if you have appropriate experience, you will also be considered.

Studying Animation for Games will allow you to develop a portfolio of work, either in a specialist discipline in preparation for a role in a team-based larger organisation, or as an independent freelancer with a wider and more generalised skill set.

### Start Date

September

### Qualification

Degree

### Study Method

Full time

### Award Title

BSc Hons

### UCAS Code

G444

### Course Length

2 years

### Department

Computing

## Entry Requirements

2026 entry requirements

Relevant HND, such as computer animation or 3D modelling.

## SCQF Level

10

## Combination Courses

«htmlCombinationCourse»

«htmlCombinationUCASCode»

## Address

«Address»

## Website

www.napier.ac.uk