

Animation for Games

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

2027 entry requirements

Standard entry: BBBC

Widening access entry: BCCC

Entry to year 2 requires Advanced Highers at BBC including one from Art and Design (Design or Expressive), Design and Manufacture, Graphic Communication or Music or Advanced Highers at BB plus Highers at BB including one from Art and Design (Design or Expressive), Design and Manufacture, Graphic Communication, Media, Music or Photography.

SCQF Level

10

Combination Courses

«htmlCombinationCourse»

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Address

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Website

www.napier.ac.uk