

# Computer Games Development

University of the West of Scotland

## Venues

Paisley Campus

## Content

The BSc Computer Games Development combines practical development skills with games design.

Throughout the course you will develop your skills in game programming and game engine scripting for multiple platforms. You'll be supported by dedicated games studios and have interaction with animation artists.

This is a practical, career-focused degree that encourages you to publish games and demonstrate your work to employers at our end-of-year Digital Futures event.

Major games studios only employ the most talented and business-aware graduates, which is why we emphasise the need to work on real-world tasks and to create a strong e-portfolio and showreel.

UWS multi-skilled graduates work in various industries including games, animation and social networking.

## Start Date

September

## Qualification

Degree

## Study Method

Part time (day)

## Award Title

BSc Hons (Sandwich)

## UCAS Code

G610

## Course Length

6 years

## Faculty

School of Computing, Engineering and Physical Sciences

## Department

Computing

## Entry Requirements

2024 entry requirements

Standard entry:

4 Highers at BBBC plus English and Maths at National 5.

Entry to year 2 is possible with 3 Advanced Highers at CCD including Computing Science plus English and Maths at National 5.

Widening access entry:

4 Highers at BBCC plus English and Maths at National 5.

## SCQF Level

10

## Progression Routes

«ProgressionRoutes»

## Combination Courses

«htmlCombinationCourse»

«htmlCombinationUCASCode»

## Address

Paisley  
Renfrewshire  
PA1 2BE

## Website

[www.uws.ac.uk](http://www.uws.ac.uk)