Games Design

Robert Gordon University

Content

Embark on an exciting adventure with our interdisciplinary BSc (Hons) Game Design and Development course, which combines expertise from the School of Computing, Engineering and Technology and Gray's School of Art. Master essential design techniques, game theory, programming, and interactive development skills and emerge as a diverse practitioner poised to shape and redefine an expansive and fast paced industry

BSc (Hons) Game Design and Development is a dynamic program that explores core design theory in games, gamification practices, prototyping, and interactive development. The course aims to provide students with essential design and development skills alongside a solid foundation in programming, ensuring our graduates possess versatile, practical and adaptable expertise and professional skills. You will have the opportunity to build on your existing skills and dive deeper into critical design theory and its practical application. You will venture into cutting-edge technologies, crafting systems and artefacts that explore the various facets of games design, including rapid prototyping, responsive design and human factors in gameplay, all underpinned with vital programming skills and practices.

Start Date

September

Qualification

Degree

Study Method

Full time

Award Title

BSc Hons

UCAS Code

GW12

Course Length

4 years

Department

School of Computing, Engineering and Technology

Entry Requirements

2027 entry requirements

Standard entry:
4 Highers at BBCC plus English and Maths at National 5 (if not held at Higher).

Widening access entry:
3 - 4 Highers at BCC or CCCC plus English and Maths at National 5 (if not held at Higher).

SCQF Level

10

Progression Routes

«ProgressionRoutes»

Combination Courses

«htmlCombinationCourse» «htmlCombinationUCASCode»

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Website

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