Computer Games Development

Edinburgh College

Venues

Granton Campus

Content

Computer Games Development HND is an innovative course designed to give you an insight into various technologies and techniques used in the video games industry. Explore the full process of video game development; from planning and design, right through to project management. You will cover a wide range of computer development techniques including 2D and 3D Animation, Programming and Games Design Theory.

This is a hands-on and practical course where you will work on real gaming projects and be given the creative freedom to develop computer games of your own. This will allow you to build a portfolio of work which you will need when applying for employment in the industry or further study. This course will allow progression into the 2nd or 3rd year of university study in games development, Games Design and multimedia courses at several universities.

Year One:
Game Technology; Structured Programming for Games; Working in a Project Team; Project Management for IT; 2D Animation; 3D Level Editing; Interface Design; Mathematics; Creating Graphics.

Year Two:
3D Modelling and Animation; Games Development: Object Oriented Programming; Game Customisation and Scripting; Software Development: Developing for the World Wide Web; Software Development: Abstract Data Structures.
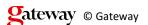
Start Date

August

Qualification

HND

Study Method

Full time

Course Length

2 years

Department

Computing

Entry Requirements

3 Highers including Maths plus another maths based subject such as Computing Science or Physics. Interview.

SCQF Level

8

SCQF Points

«SCQFPoints»

Combination Courses

«htmlCombinationCourse»   «htmlCombinationUCASCode»

Address

«Address»

Website

www.edinburghcollege.ac.uk