

Computer Games and Animation (Level 5)

City of Glasgow College

Venues

City Campus

Content

This introductory level creative computing course provides an overview of the key elements of computer games development, computer modelling and animation (2D and 3D).

Start Date

August

Qualification

NQ

Study Method

Full time

Course Length

1 year

Department

Applied Computing and Digital Technologies

Entry Requirements

3 subjects at National 4 including English, Maths and preferably Art and Design or a science or technological subject; or relevant qualifications at SCQF Level 4. All applicants will be invited for interview.

SCQF Level

5

Progression Routes

Entry-level positions in the industry or further study.

Address

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Website

www.cityofglasgowcollege.ac.uk