



Course Length 12 months (full-time)
Places Available Approx 40
SCQF Level 11

Computer Games Development MProf

Key information

Entrance Requirements

Applicants must have a minimum of upper second class Honours degree that demonstrates expertise in one the following areas: Computer Games Technology, Computer Science, Computer Games Design, Games Production, Computer Animation, 3D Modelling, Audio Production.

Final selection will involve a residential assessment event where candidates will undertake a series of tasks under academic and industry supervision to assess: motivation, applied subject knowledge, creative problem solving, and self awareness.

Want to know more?

Admissions Tutor:
Dr Kenny McAlpine
 Tel: +44 (0) 1382 308600
 email: institute@abertay.ac.uk
 Text: +44 (0) 7781 472704

Key features

- Advanced professional masters degree course delivered by experienced staff with industry mentoring
- Study in dedicated studio accommodation in the UK's first Centre for Excellence in Computer Games Education
- Assume a specialist role in small production teams working towards the development of a range of computer games

The Scottish Centre for Excellence in Computer Games Education at the University offers a unique postgraduate experience. Highly talented individuals work across games development teams towards the production of innovative computer games solutions. Working closely with a team of experienced academic staff, and under the guidance and mentorship of computer games industry representatives, you will develop professional skills and knowledge relevant to leadership roles in the computer games industry. In the course of your studies you will be expected to demonstrate excellence in your specialist area, as well as professionalism, flexibility and adaptability in team working situations, and creativity and innovation

in product development.

Abertay University enjoys an international reputation for offering world-class education in a range of games industry relevant awards. The University's status as a Skillset Media Academy, alongside accredited courses in game arts and technology, confirms industry recognition of the quality of our graduates and the relevance of our courses.

Computer games technology research at Abertay is already developing simulation tools for activities such as firearms training for the police, infection control models for the health service, and energy forecasting and town planning for local authorities.

What you study

All students participate in core study activities in computer games development to achieve knowledge and understanding of professional practices and the theoretical and conceptual context of knowledge application in the games development environment.

Individual personal and professional development is supported through tutorial guidance in the selection of optional modules from across the University in order to develop skills, knowledge and understanding of professional or technical practices.

Open Flexible Working Spaces

We have developed a unique concept of learning environment and creative incubator encompassing ways of teaching that focus on building general skills alongside the subject specific knowledge to support your career and life objectives. It is designed to give you the edge in the global knowledge economy when you graduate. This White Space environment is a thriving hub of activity, mixing the talents of undergraduates, postgraduates, lecturers, business people, artists and broadcasters, surrounding our students with the buzz of a real working environment allowing them to share real-world knowledge and experience.

How you learn

You will be based in dedicated accommodation in the Centre for Excellence and will undertake a range of core and optional modules in support of your academic and professional development. Core activities are aimed at developing domain knowledge and professionalism; these will be centred on team development projects and regular participation in presentations and discussions. Module activities are aimed at developing specialist knowledge in relation to individual roles in project teams.

How you are assessed

A range of approaches to assessment will be used at a module and course level. Your progress and achievement will be monitored through regular tutorial sessions with academic and industry mentors based on presentations and academic/technical papers in your subject area. Subject knowledge and understanding will be assessed within individual modules through practical coursework, essays and examination.

Career opportunities

Graduates of the MProf in Computer Games Development will become familiar with industry expectations though working closely with industry mentors. You will be ideally placed to enter the computer games development industry within the specialist roles towards which you have studied. You can expect to progress to more senior roles within the industry more rapidly than individuals entering through other routes.



Abertay University

www.abertay.ac.uk