

Masters in Computer Games Development*

Scottish University Centre of Excellence for Computer Games Education

KEY INFORMATION

Award

Professional Masters in Computer Games Development

Course Length

12 months of continuous full-time study running from September - September

Places available

20 - 40

Entry Requirements

To be considered for entry applicants must have an understanding of computer games development practices and 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
- Self-awareness

key features

- Study in dedicated studio accommodation in the UK's first Centre of Excellence for Computer Games Education.
- Assume a specialist role in small production teams working toward the development of a range of computer games.
- Work with experienced staff and computer games industry mentors.

introduction

The University of Abertay Dundee 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 Abertay graduates and the relevance of its programmes.

The Scottish University Centre of Excellence in Computer Games Education offers a unique post-graduate experience. Highly talented individuals will work across games development teams toward the production of innovative computer games solutions. Working closely with a team experienced tutorial staff, and under the guidance and mentorship of computer games industry representatives, students 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.

what you will study

All students will 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 optional modules from across the University in order to develop skills, knowledge and understanding of professional or technical practices.

*subject to approval

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how you will study

Students will be based in dedicated accommodation in the Centre of Excellence and will undertake a range of core and optional modules in support of their 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 programme level. Student 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.

professional accreditation

The Masters in Computer Games Development will be approved by Skillset, the national sector skills council for creative media, as part of the Skillset Media Academy Network.

Specific accreditation under Skillset's postgraduate games courses accreditation scheme, and British Computing Society will be sought as appropriate.

career opportunities

Graduates of the Masters in Computer Games Development will become familiar with industry expectations through working closely with industry mentors. They will be ideally placed to enter the Computer Games Development industry within the specialist roles they have studied toward. Graduates can expect to progress to more senior roles within the industry more rapidly than individual entering through other routes.



Plan for the Centre of Excellence

Contact

For further information contact:

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