BSc with Honours in Computer Game Applications Development – 2016 entry

Duration of programme: Standard 4 years, Accelerated 3 years (where students join the programme in year 1)

Award on successful completion: Bachelor of Science with Honours

Location of delivery: Abertay University, Bell Street, Dundee

Accreditation: Creative SkillSet

Composition of the programme: 120 SCQF (Scottish Credit and Qualifications Framework) credits (60 ECTS) in each academic year, delivered in modules of 20 credits each, with 3 modules taken in term 1, and 3 in term 2 each year. In years 1 and 2, students have the opportunity to take modules outside their main subject. A 40 credit independent project is included in the final year.

Contact hours and workload: Each academic year typically requires 1200 hours of student effort; on average across the 4 years of this programme, 22% of that time is in lectures, seminars and similar activities; the remainder is independent study.

Assessment methods: There is a mixed assessment strategy used on the course. Most modules are assessed through coursework, which may include project work and student-led presentation. Some modules use a mixture of coursework and formal examination.

Academic staff: This programme is delivered by staff in the Division of Games and Arts in the School of Arts, Media and Computer Games. Staff profiles can be viewed at http://www.abertay.ac.uk/studentlife/schools/amg/staff/

Core modules in the programme:
Computer Architecture
Programming with C++
Mathematics for Application Development 1
Software Design
Data Structures and Algorithms 1
Mathematics for Application Development 2
Graphics Programming
Data Structures and Algorithms 2
Professional Project Planning & Prototyping
Network Systems for Games Development
Professional Project Execution
Honours Project
Other modules that may be offered, but are subject to change over time:
Games Programming
Games Programming and System Architectures
Graphics Programming with Shaders
Gameplay Mechanics Development
Artificial Intelligence
Applied Technologies

Tools Programming
Professional Contexts and Entrepreneurship

Developments in the discipline: Programming languages, graphics APIs, hardware and games consoles used will change over time.