BSc with Honours in Computer Games Technology – 2020 entry

Duration of programme: Standard 4 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: ScreenSkills

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. A 40 credit group project is included in third year and 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, 23% 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 and the Division of Game Technology and Mathematics in the School of Design and Informatics. Staff profiles can be viewed at https://www.abertay.ac.uk/staff-search/

Core modules in the programme:
Computer Hardware Architecture and Operating Systems
Programming with C++
Applied Mathematics 1
Games Programming
Software Design
Data Structures and Algorithms 1
Applied Mathematics 2
Graphics Programming
Data Structures and Algorithms 2
Professional Project
Network Systems for Games Development
Mathematics and Artificial Intelligence
Honours Project
Other modules that may be offered, but are subject to change over time:
Games Programming and System Architectures
Graphics Programming with Shaders
Procedural Methods
Applied Game Technologies
Applied Mathematics 4
Animation Systems

Developments in the discipline: Programming languages, APIs, development tools and hardware used will change over time to reflect current industry practice.