



De Montfort University

Games Production

Study details

Course type: Bachelor's degree

Degree: BA (Hons) Games Production

Study mode: Full time

Duration: 36 Month

Cost of study

Cost : 16 250 GBP

Reg. fee : N/A GBP

Scholarship :

Insurance : N/A GBP

Intake/s

Sep

Requirements

English language requirements

If English is not your first language an IELTS score of 6.0 overall with 5.5 in each band (or equivalent) when you start the course is essential.

- IELTS 6.0 for Art and Design, Business, Computing and Engineering courses
- IELTS 6.5 for Law courses
- IELTS 6.0-6.5 for Humanities and Media courses
- IELTS 6.5-7.5 for Science courses

Certificate of Secondary School Education

Accommodation

Whether you are hosting an international conference, a live music performance, organising a meeting or arranging a celebration, you'll find the perfect space conveniently located with service to match.

- Dance Studio Hire
- Conferences
- Exhibitions and fairs
- Filming & production locations
- Meetings, workshops & training rooms
- Performances and productions
- Special occasions and celebrations

Speciality

Placement fee: £1,850

Pathways Available

International Foundation Certificate | International Year Zero

Additional information

Degree Overview

Our course is designed to equip you for roles that require a vocational aptitude in gaming technologies and tools.

You will gain industry-relevant experience in using different game engines, such as Unity3D, Unreal, CryEngine and Godot. You will develop your skills in sound engineering and cross-platform development, such as Console, Mobile, Virtual and Augmented Reality.

Study a diverse range of practical, technologies-focused topics such as Audio for Games, Progressive Game Engines and Scripting and AI for Simulation, and develop a comprehensive set of transferable skills that you can apply to the areas of games development that interest you the most. You will also have the opportunity to make a short game using an engine of your choice.

Study Reasons

Game Production graduates will be equipped with the skills needed to work in careers as games developers, graphics programmers, 3D modellers and aerospace engineers.

Graduates from this course can also work in a variety of related fields including Computer-aided Design, Engineering, VFX and Animation. Graduates can also continue their academic careers by embarking on postgraduate study in either research or taught areas, which provides opportunities for further specialisation and the enhancement of existing skills.

There is potential for industry placements for Games Production students, with world-renowned industry leaders such as Riot, DIGIT, Black Shamrock, Setanta and Havok. Graduates from the related Computer Games Programming Course have undertaken placements at a number of local and national companies, including Team17 Digital Ltd, PII Pipeline Solutions, NEXT and Stormburst Studios.