



## Ravensbourne University London

### Games Programming

#### Study details

**Course type:** Undergraduate

**Degree:** BSc (Hons) Games Programming

**Study mode:** Full time

**Duration:** 36 Month

#### Cost of study

**Cost :** 17 000 GBP

**Reg. fee :** N/A GBP

**Scholarship :**

**Insurance :** N/A GBP

#### Intake/s

Sep

#### Requirements

- **IELTS (Academic):**  
5.5 overall (and a minimum of 5.5 in each component: reading, writing, speaking, listening).
- **TOEFL iBT (Academic):**  
72 points overall with minimum Reading 18, Listening 17, Speaking 20, Writing 17
- **International Baccalaureate:**  
English B / English A: Language and Literature / English A: Literature / English Literature and Performance - Standard or Higher-Level Grade 5
- **Cambridge Certificate of Advanced English (CAE) / C1 Advanced:**  
162 overall with 154 in each component

#### Accommodation

Provided by partner agencies

#### Speciality

You may incur additional costs during your education at the University over and above tuition fees in an academic year such as laptops, Stationary and additional resources.

#### Additional information

##### About:

This games programming degree will help you become a master programmer and stay at the very forefront of the games evolution. You will develop unrivalled skills within programming and scripting,

content generation, artificial intelligence and virtual and augmented reality.

## Degree overview:

With no prior knowledge in coding or programming needed, this computer games programming degree in London will provide you with the tools and confidence to thrive in the competitive world of gaming. Working side by side with games artists and designers, you will develop an extensive knowledge of games engines and programming architecture. This course equips you with everything you need to excel in a coding career in the games industries. You will develop industry-level skillsets in programming and the ability to solve creative problems, whilst building the confidence to work both independently and as part of a team. The BSc (Hons) Games Programming course curriculum will introduce students to programming languages (C++ and C#), games engines (Unreal and Unity), and the development of specialist skills within programming, scripting, procedural content generation, artificial intelligence (AI) and virtual and augmented reality (VR/AR). Collaborative practice, game jams and working with industry will be fundamental aspects of your academic journey. You will master game technologies and hone your ability to utilise industry-specific tools to develop games for mobile, indie and AAA console games. Sitting alongside the BA (Hons) Games Development course, this three-year computer games programming course reflects forward thinking industry practice in its approach to games programming and how it meshes with the other games development disciplines.

## Study reasons:

- Work collaboratively to find creative solutions to programming
- Develop games for mobile, indie and AAA console games
- Apply skills across mainstream programming and web/app development