De Montfort University

Computer Games Programming

Study details

Course type: Bachelor's degree
Degree: BSc (Hons) Computer Games Programming
Study mode: Full time
Duration: 36 Month

Cost of study

Cost : 16 250 GBP
Reg. fee : N/A GBP
Scolarship :
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

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Speciality

Placement fee: £1,850

Pathways Available

International Foundation Certificate | International Year Zero

Additional information

Degree Overview

Computer Games Programming is a constantly evolving sector, the multibillion-pound computer games industry is now worth more than double its value in 2007. This offers graduates extensive career opportunities in a rapidly expanding field.

This degree program provides you an opportunity to develop your interest in computer games into a set of skills which will help you start a career in this exciting industry.

In this course, you will study the latest techniques and resources for developing standalone, web-based, and mobile games, featuring exciting graphics and animation, becoming familiar with the basic architecture and design elements of computer games and programming languages relevant to games development.

Study Reasons

Accredited by BCS, The Chartered Institute for IT, for the purposes of fully meeting the academic requirement for registration as a Chartered IT Professional.

Graduates of this course have pursued careers as games programmers, artificial intelligence programmers, graphics programmers, 3D modellers and web systems developers.

The computer games and leisure software industry has grown dramatically in recent years and now matches the film industry in terms of financial output.

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