



Edinburgh Napier University

Games Development

Study details

Course type: Bachelor's degree

Degree: BSc (Hons) Games Development

Study mode: Full time

Duration: 36 Month

Cost of study

Cost : 19 340 GBP

Reg. fee : 210 GBP

Scholarship :

Insurance : N/A GBP

Intake/s

Apr/Jan/Sep

Requirements

English language requirements

IELTS Academic

- Overall 6.0
- Writing 6.0
- Listening 5.5
- Reading 5.5
- Speaking 5.5

We also accept other English language qualifications. (TOEFEL iBT, Trinity ISE, LANGUAGECERT Academic..)

Don't meet the English language requirements?

Pre-sessional English for international students. If you hold a conditional offer and have not yet met the English entry requirements for a degree course at the University, we can help you with our pre-sessional English courses.

Study for 4 years (start at Level 1)

The essential subjects are Mathematics + another science (Information Technology, Chemistry, Biology, Human Biology, Physics, or Computing Science) - A-level, GCE CCC

Study for 3 years (start at Level 2)

The essential subjects are Mathematics + another Science (Information Technology, Chemistry, Biology, Human Biology, Physics, Psychology or Computing Science) - A-level, GCE ABB

IB (International Baccalaureate) diploma

Study for 4 years (start at Level 1) - 28 points, including 5, 5, 4 at higher level

Essential subject: Mathematics at Higher Level

Study for 3 years (start at Level 2) - 32 points, including 6, 5, 5 at higher level

Essential subject: Mathematics at Higher Level

Accommodation

Key Features & Amenities

- Fully-furnished bedrooms
- Laundry facility with washers and dryers available
- Super-fast internet and wifi throughout
- Large social space, games area and study spaces
- Communal kitchen space for students
- 24/7 security

Two main accommodation locations for International Students:

Gorgie: 543 Gorgie Road Edinburgh EH11 3AR

Westfield: 24 Westfield Road Edinburgh EH11 2QB

Speciality

Pathways Available: International Stage One, International Stage Two

Additional information

Degree Overview

This course will enable you to become a proficient game developer and open doors to many game developer job opportunities. On successful completion of this programme, you will have the knowledge, understanding and skills to gain graduate-level employment in games development and

the software industry in general. Your studies are designed to provide entry into the core software engineering layer of the digital entertainment industry. From here, you will be able to progress into a wide range of career paths, both technical and managerial. Based on sound software engineering principles, the course will also equip you for a software engineering career in the wider computing industry.

At the beginning of the course you will gain practical experience of software development using object-oriented programming, as well as an understanding of how software systems are used in businesses, and methods to build effective user interfaces. You are then taught key methods of software engineering used in industry, while expanding your knowledge of areas such as databases and operating systems.

The later years of the course focus on the key skills required by industry, such as project management, secure software development, and techniques to facilitate software evolution. You will also gain experience of emerging areas such as artificial intelligence, and software engineering for safety critical systems. At this stage you will be able to design and develop large-scale software systems, and be able to choose appropriate methodologies to do so.

This programme is accredited by ScreenSkills, an industry-led skills body for the screen industries.