Ravensbourne University London

Games Art

Study details

Course type: Bachelor's degree
Degree: BA (Hons) Games Art
Study mode: Full time
Duration: 36 Month

Cost of study

Cost : 17 000 GBP
Reg. fee : N/A GBP
Scolarship :
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

- **Cambridge Certificate of Advanced English (CAE) / C1 Advanced:**
  162 overall with 154 in each component

Accommodation

Provided by partner agencies

Speciality

This course is subject to validation

Additional information

About:

This BA (Hons) Games Art degree in London places making and experimentation at the centre of your learning. Explore the fundamentals of 2D and 3D art creation and utilise state-of-the-art technologies to build intricate games worlds and convincing characters.

Degree overwiew:

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Why study this course?

- Develop skills across three main specialisms: environment, characters and technical art
- Build the fundamental skills in core games working technologies and production methodologies
- Build the entrepreneurial and broader business awareness to thrive in a competitive working environment
- Build connections and find long-lasting careers in the vast field of games art
- Explore the various disciplines that make up art departments in modern games development
- Develop your own practice in a supportive environment
- Build essential interdisciplinary skills through collaboration with other courses

What is a games art degree? The huge rise of gaming in recent years has seen the sector develop rapidly, to become the biggest entertainment industry in the world. The growth of this sector has created a vast amount of new employment opportunities. This BA (Hons) Games Art course in London will enable you to build the skills and confidence to harness these opportunities and secure roles within the vast field of game art. A specific work-based learning module in year two will enhance your industry awareness and allow you to build valuable connections. Your learning will address sociopolitcal considerations and will inspire you to use your creative process to address personal and global issues relating to the environment, gender, race and diversity. You will leave Ravensbourne equipped with not only extensive knowledge and skills in games art, but also with the confidence to work collaboratively, solve problems and thrive in the wider business landscape.

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