



## Ravensbourne University London

### Games Development

#### Study details

**Course type:** Bachelor's degree

**Degree:** BA (Hons) Games Development

**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, Stationery and additional resources.

#### Additional information

#### About:

From designing characters and environments to pitching ideas to industry, you will leave this reputable multidisciplinary gaming degree with an enviable portfolio of work. Thrive in the world of

games development and discover your niche by focusing on one of three key gaming areas: games art, technical design or design and production.

## **Degree overview:**

The booming games industry is at the forefront of innovation, with gaming technologies finding their way into a myriad of industries, including architecture, filmmaking and medicine. The sector inspires innovation by continually pushing the boundaries and driving companies to create new technologies. There is no better time to be a part of the thrilling computer games industry. This games development degree in London, UK, gives you the fundamental skills you need to successfully design and develop games of all kinds. You will work with a broad range of briefs across table top, mobile, console and computer to engage with the wider elements of games culture and practice. With access to cutting-edge technology and deep industry contacts, you'll create exciting and imaginative games that tell stories and explore how games have changed the way we think and interact. You will explore different roles within the industry as well as the visual side of development, learning how gaming stories are told and delivered. Game making is central to this course, pushing students to develop their own practice in a supportive and critical environment. Working both independently and collaboratively, you will learn industry level skillsets in game engine technologies, games culture and game design fundamentals. The course reflects forward thinking industry practice in its approach to technical design as a growing discipline within games development, alongside more established avenues such as technical art and games design.

## **Study reasons:**

- Games-first approach, putting making at the centre of teaching
- Encourages self-efficacy and team building through project work
- Prepares you for a career as a computer games maker