Computer Games Programming BSc (Hons)

The Guardian
TOP 50
University Guide 2015

UNIVERSITY
of DERBY

www.derby.ac.uk/engineering-technology

Where you'll study:
Derby Campus, Kedleston Road

UCAS code: G450

Entry requirements: 280 UCAS points.

Duration and mode of study: Four years full-time, including a placement year

Fees: £9,000 per year.

Start date: September

Why choose this course?

The BSc (Hons) Computer Games Programming course is designed to provide you with the theoretical grounding and practical skills necessary to enable you to develop computer games. The solid computing and software engineering focus of the course ensures that the employability prospects of our graduates are excellent for all software development roles within the computing industry.

About the course

In order to create successful games programmers, we build your theoretical and practical knowledge in core computer science. This is a prerequisite for employability and success in games development. The course maintains a broad overview of principles with a focus on the real challenges of computer games development in senior years. This results in students who not only have the skills to develop games but confidence and flexibility to adapt to changes in the sector.

Teaching and learning

Modules are delivered through a combination of lectures and laboratory work. A considerable amount of e-learning support material is also provided. You'll learn how to use cutting-edge software development tools in industry quality labs maintained by specialist technicians. The course is taught in a studio-style environment by experienced computer scientists and ex-industry professionals. You'll also spend your third year on an industry placement, which is a great opportunity and will set you apart from the competition when you graduate.

Assessment

There is a mixture of group and individual assignments and 25% of the final year is assessed through a personal project.

Study modules

You'll study core computer science subjects that are particularly relevant to games development, such as computer graphics, databases and object-oriented and low-level programming. You'll also examine games-specific topics such as artificial intelligence, games physics and engine programming. In addition you'll learn how to use programming languages currently used in the software industry such as C, C#, C++, Java and JavaScript. This allows you to develop your programming ability and transfer it to a range of different gaming platforms. This is evident in our graduates who now develop games on Android, iPhone, Playstation 4, Windows 8 and Xbox One.

You'll study these modules:

Stage one

- Computational Mathematics
- Foundations of Computer Science
- Introduction to Computer Science
- Programming 1
- Subjects in Computer Science
- Programming 2

Stage two

- Application Development
- Databases
- Graphics 1
- Networks and Security
- Team Project
- Graphics 2

Placement year

Stage three

- Game Behaviour
- Game Development
- Independent Studies
- Systems Programming

Your career

Although this programme is geared towards careers in the games industry, the knowledge and training you'll receive will prepare you for almost any future career involving software development. Some of our recent graduates are now working at companies such as Codemasters, Electronic Arts, Microsoft, Sony Computer Entertainment Europe and Travellers Tales in a variety of different positions ranging from lead programmers to software engineers. In addition, we have a number of students who have become independent developers.

> The Computer Games Programming degree at Derby harnesses leading edge technologies. We believe that students graduating will have a solid background in games programming and general software development and will be very successful in their future careers.
>
> **Mark Johnston**
> Microsoft UK

Athena SWAN Member

The University is a member of the Athena SWAN Charter which promotes and rewards good employment practice in the recruitment, retention and progression of female academics in STEM.

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