

## **HND Digital Design & Development (Games Development)** *(SCQF Level 8)*

Full-time

### **Where can I study?**

<b>Location</b>	<b>Duration</b>	<b>Course code</b>
Aberdeen City Campus	2 Years	QADG

### **Introduction to the course**

You will work on individual game projects allowing you to develop an in-depth and accurate understanding of professional standards and what to expect, when working in a game design/development-related role.

### **Entry requirements**

You should have an interest in the games industry, have some experience using computer systems and have gained some relevant SCQF Level 6 and Level 5 qualifications.

This course is suitable for those with any one relevant Higher (SCQF Level 6) together with three National 5 courses. Alternatively completed all units in the Computing with Digital Media Level 5 course, or all units in the Computer Games: Creative Development Level 6 course.

A Foundation Apprenticeship in any subject area will be considered equivalent as one unrelated Higher for entry to this course.

For those returning to education, life skills and experience in the workplace may allow entry subject to availability.

### **What subjects will I be studying?**

In Year 1 you will cover fundamental areas of game development, essential content, developing a mobile web application, digital graphics fundamentals, user interface design and 2D animation.

In Year 2 you will look at the design and development of video games. You will develop and design interactive media for at least 2 live video game projects.

### **Assessment methods**

On this course you will be assessed continually throughout the year. You will be working on reports and group work, as well as producing products for real clients. In your first year you will sit an examination, and in your second year you will complete a Graded Project.

### **Dress code**

Students should dress appropriately for practical, hands-on work, as you will be working in a computing room. Hats and hoodies

should not be worn in class.

## University progression

Articulation agreements are under discussion.

## Employment

Career opportunities are available in game design and development, content creation/management, multimedia development or project assistant/managerial work.

## Useful contacts

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### Head of Faculty:

#### **Cameron Walker**

Head of Faculty, Computing Technologies and Science, Aberdeen City Campus

Email: [c.walker@nescol.ac.uk](mailto:c.walker@nescol.ac.uk)

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### Curriculum Manager:

#### **Duncan MacLeod**

Curriculum Manager, Aberdeen City Campus

Email: [d.macleod@nescol.ac.uk](mailto:d.macleod@nescol.ac.uk)

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## Academic Tutor

Once you come to College you will be allocated an academic tutor, who will be your initial point of contact. You will meet your tutor at least once a term during tutor hour — they are also the person to go to for the following:

- **Induction:** You will be invited to come in the week before your course starts for your induction. Your tutor will cover key aspects of life at the College to make sure you are well prepared for your NESCol experience.
- **Initial support:** Your tutor is the first point of contact for academic, personal and social support.
- **Attendance:** Your attendance and progress while you are at college, will be monitored by your tutor.
- **Additional support needs:** If you have indicated that you have additional learning or support needs, speak to your tutor who will refer you to the Student Advice and Support team for needs assessment as soon as practically possible.
- **Transitions:** your tutor will keep you informed of the many activities and events organised by the College to support you with career choices, employability, enterprise and articulation guidance and advice.

## Student Advice Centre

The Student Advice Centre is your one stop shop for all information and support during your time at NESCol. Staff based within the centre provide impartial and confidential information and advice on a range of issues including:

- Applications and course advice
- Funding and money management
- Careers, employability and enterprise
- Transitions to college and university
- Key Skills and Study Skills support
- Additional Support for Learning
- Assistive technologies
- Mental health and wellbeing advice
- Care Experienced and Corporate Parenting
- Tier 4 and international admissions

## Learning Resources

My NESCol

My NESCol is the College's student web portal that will provide you with on-demand access to all of the links, news and services that you will use once you have enrolled. It's accessible via any computer, and as an Android or Apple app. It's easy to use, and you can even receive important alerts on your device!

### **Blackboard**

Blackboard is the Virtual Learning Environment system used in the College, where you can find a host of useful information and access your courses online. It will be the main platform that your lecturers will use to make resources available to you including interactive materials, videos, assessments and feedback.

### **IT HelpZone**

The IT HelpZones are run by students, for students, and there are helpdesks located in main social areas at the Aberdeen and Fraserburgh Campuses, and a dedicated helpline at our Altens Campus. You can drop in, email or telephone for assistance.

### **Library+**

Each Library offers thousands of resources for study, including books, journals, e-books, e-journals and magazines — all relevant to the courses on offer at the campus in which they are situated. They also offer quiet, silent, individual, and group study facilities.

### **Bring Your Own Device (BYOD)**

NESCol believes that your learning and teaching experience at College can be enhanced significantly by use of a mobile device, such as a tablet or a laptop. For this reason, many students are required to bring a device with them to College. This initiative is known as Bring Your Own Device (BYOD) and its aim is to provide learners with a more bespoke and student-centred learning experience.

### **Digital Skills Space**

Located within each Library Plus facility you will find a dedicated Digital Skills Space, featuring Bring Your Own Device (BYOD) workspaces and dedicated desktop PC work areas. These spaces are also used to deliver core IT teaching, drop-in IT support and scheduled digital skills workshops. You can also use these spaces for flexible access to PCs during Library+ opening hours.

## **College Calendar**

Have a look at our [College Calendar](#) for further information on key dates throughout the year.

**Disclaimer:** Please note that the information put forward in this course specification document is subject to change at any time, and without prior notice. We have taken every care to ensure that the information provided is as accurate and up-to-date as possible, but we are not liable for the content of or any omissions on this document. This includes any inaccuracies, errors or misstatements in the information/data presented.