

## NC Computer Games Development *(SCQF Level 6)*

Full-time

### Where can I study?

| Location             | Duration | Course code |
|----------------------|----------|-------------|
| Aberdeen City Campus | 1 Year   | QAOGC       |

### Introduction to the course

The award encompasses some of the softer skills regarded as important in the computer games industry including communication, team working and an understanding of the role of enterprise.

### Entry requirements

Creative people are needed who wish to develop games. It would be an advantage if you have experience in computing/ICT subjects and an interest in programming and/or digital media.

Applicants should have a minimum of four subject passes (C grade or better) at National 5, Intermediate 2 or Standard Grade Credit level, also the Level 5 core skills of Communication and Numeracy. Alternatively, applicants should have relevant work experience or successful completion of a relevant prior course at SCQF Level 5.

### What subjects will I be studying?

You will be learning about games. What makes them entertaining and challenging, and brings us back for more. The course includes developing the media assets (audio, video, photographs, 2D and 3D images), investigating gameplay, games design and development using different engines.

### Assessment methods

On this course you will be assessed continually, throughout the year. Modules have both practical and theoretical aspects.

### 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.

### Course progression

Students who successfully complete this course may progress to:

- HNC Computing
- HND Digital Design & Development (Web Development or Games Development)
- HND Technologies in Business

Progression to the HND Computing: Software Development with Cyber Security or Computing: Technical Support with Cyber Security courses may also be possible, given your circumstances.

## University progression

You cannot progress to university directly from this course but could progress to another course at HN level, which on completion would give you that option.

## 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 NESCoI 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 NESCoI. 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 NESCoI

My NESCoI 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.