DIGITAL MEDIA & GAMES COMPUTING

Our digital media and games computing courses will equip you with the required theoretical, creative and technical skills to become part of the next generation of the digital creative industry. You will benefit from some of the best teaching and facilities available, with more than £30 million invested in creating state-of-the-art facilities and resources. As well as a range of laboratories equipped with Windows, Unix and Mac OS X machines, you will have access to advanced specialist multimedia and computer games laboratories equipped with the latest graphics and animation software, motion capture equipment, game consoles, virtual reality devices (Oculus, Gear VR, Vive, HoloLens) and game engines/middleware allowing the development of highly interactive digital media products and games. This includes the state-of-the-art Motion Capture and Games Design Labs equipped with the latest Game Consoles and VR hardware.

Teaching and learning
Our courses are accredited by BCS – the Chartered Institute for IT, and our teaching team is shaped by a group of research active academics. The University has strong links with the digital industry and during your study there will be a number of talks from large creative computing organisations, as well as visits to computer shows and fairs.

Employability
Our graduates have successfully participated in various international and national competitions to gain internships and placements, and have been employed by companies including Feral Interactive, Microsoft, Quantel, Red Bee, SEGA, Siemens and TFL.

Foundation pathway
We offer Foundations as a route onto some of our undergraduate programmes. For module information and any further details, please visit:
westminster.ac.uk/foundation-courses

100% of Computer Games Development students say the IT resources and facilities supported their learning well

Data taken from unistats.ac.uk in December 2017

Digital Media and Games Computing facilities at Cavendish Campus

COMPUTER GAMES DEVELOPMENT
BSc Honours

Length of course: Three years full-time; four years full-time sandwich

UCAS code: GG46

Campus: Central London (see map p192)

Typical offer for September 2018: A Levels – BBC/A*A*; International Baccalaureate – 26 points; Pearson BTEC Level 3 Extended National Diploma/National Diploma – DMM/D*D*. We consider applications that reflect a mixture of Level 3 qualifications as long as they are equivalent to our typical offer requirements. See also entry requirements on p185.

Computer games development combines technology and creativity in a multidisciplinary way. The games industry is an expanding and challenging sector with continually evolving ideas and cutting-edge technologies, which requires practitioners to exercise more flexibility in software specifications and functionality. This course covers all major technical aspects of the games development process, from design to production. It aims to prepare you for a career in software development with a particular emphasis on computer games.

The course provides you with a solid understanding of game technologies including programming, applied maths, computer graphics, game engines, Artificial Intelligence for games and Games Networking. You are supported to develop a broad range of knowledge and skills including mobile and web application development, 3D modelling and animation, and human computer interaction.

For module information and further details, please visit:
westminster.ac.uk/digital-media-and-games-computing-courses

bcs Educational Affiliate

"The most important thing for me to secure a job was the many extra-curriculum opportunities (game jams/exhibitions and industry networking) that the university provided us through the years and helped me build my industrial portfolio and confidence."

Scott Anderson
Computer Games Develpment BSc Honours, graduate, Mobile Game Developer at AppBoxMedia

DIGITAL MEDIA DEVELOPMENT
BSc Honours

Length of course: Three years full-time; four years full-time sandwich

UCAS code: GP43

Campus: Central London (see map p192)

Typical offer for September 2018: A Levels – BBC/A*A*; International Baccalaureate – 26 points; Pearson BTEC Level 3 Extended National Diploma/National Diploma – DMM/D*D*. We consider applications that reflect a mixture of Level 3 qualifications as long as they are equivalent to our typical offer requirements. See also entry requirements on p185.

Digital media development refers to computer-based systems, products and services which respond to the user's actions by presenting rich content such as text, graphics, animation and video. The digital media industry requires practitioners with a combination of specialised skills, such as an understanding of user interface (UI) and user experience (UX) principles, and also the technical competences for developing and controlling responsive interfaces that adapt to multiple platforms and devices.

This course covers the principles that contribute to effective UX design, content management and optimisation in interactive products. It offers three main directions of specialisation – web application design and development, mobile application design and development, and 3D interfaces design and development. You will be supported to build a rich portfolio, and to gain credit for industrial certification courses licensed by major commercial software developers.

For module information and further details, please visit:
westminster.ac.uk/digital-media-and-games-computing-courses

bcs Educational Affiliate

"I have learned and developed many core computing as well as multimedia-specific skills. Through my optional modules I specialised in areas such as 3D modelling and mobile app development. I have learned how to plan and create a wide variety of multimedia products effectively – skills I will use in the workplace."

Eduard Ghinea
Digital Media Development BSc Honours, graduate, Software Developer at Kainos