

# DIGITAL MEDIA AND GAMES COMPUTING

Our digital media and computer games development 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.

You will have access to over 30 specialised computer labs with more than 700 recently updated desktops running Windows, Linux and Mac OS X all equipped with PC and mobile development suits. You will also have access to dedicated labs fitted with subject-relevant hardware and software. This includes the state-of-the-art Motion Capture and Games Development project labs equipped with high powered workstations and the latest Game consoles as well as access to the recently unveiled Mixed Reality (VR/AR) lab with virtual reality devices (Oculus, Gear VR, Vive, HoloLens), all supported by specialist technicians.

## Teaching and learning

Our courses are accredited by the British Computer Society (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. Due to the practical nature of the courses, assessment is varied and includes practical projects, work portfolios, case studies and academic skills.

## 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](http://westminster.ac.uk/foundation-courses)

See also: Art and Design p50 • Computer Science and Software Engineering p80



**85%** of our Digital Media Development graduates are in work or further study within six months of graduating



Digital Media and Games Computing facilities at Cavendish Campus

Data taken from [unistats.ac.uk](http://unistats.ac.uk) in December 2018



## DIGITAL MEDIA AND GAMES COMPUTING FOUNDATION YEAR

### COMPUTER GAMES DEVELOPMENT WITH FOUNDATION BSc Honours

UCAS code: 1101

Campus: Central London (see map 206)

Entry requirements: A Levels – DDE/CDD; International Baccalaureate – 24 points; BTEC Extended Diploma – MPP/MMP; BTEC Diploma – MM/DM. Overseas students require IELTS of 6.0 overall, with 5.5 in each component. See also p198.

### DIGITAL MEDIA DEVELOPMENT WITH FOUNDATION BSc Honours

UCAS code: 1104

Campus: Central London (see map 206)

Entry requirements: A Levels – DDE/CDD; International Baccalaureate – 24 points; BTEC Extended Diploma – MPP/MMP; BTEC Diploma – MM/DM. Overseas students require IELTS of 5.5 overall with 5.5 in each component. See also p198.

Our degree courses with Foundation year offer the opportunity to prepare you for advanced study before you progress onto a full honours degree at the University of Westminster. Whether you do not feel ready for degree-level study, don't have the right qualifications, want to change your subject specialism or return to study after an absence from education, we aim to encourage a broad range of students to undertake our Foundation year in order to progress onto their full honours degree with us.

The Foundation year is designed to give you the opportunity to explore new ideas, opening up new perspectives on the key debates within your chosen field. Core modules accelerate your academic and professional development, bringing together like-minded students to think about the 'big ideas' within your discipline. You will also take modules from areas closely related to your chosen field, giving you the chance to develop a cross-disciplinary perspective on your course.

On successful completion of the Foundation year, you will be able to move on to the first year of your chosen undergraduate degree.

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

## 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 p206)

Entry requirements: A Levels – BCC/ABB; International Baccalaureate – 27 points; BTEC Extended Diploma – DMM/DDM; BTEC Diploma – D\*D/D\*D\*. Overseas students require IELTS of 6.0 overall, with 5.5 in each component. See also p198.

For full and most up-to-date information, see course web page: [westminster.ac.uk/digital-media-and-games-computing-courses](http://westminster.ac.uk/digital-media-and-games-computing-courses)



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.



**“Westminster is giving me good all-around insight into the many facets of game development, whilst still allowing me to focus on my speciality in programming. The University has also given me access to many other exciting opportunities for improving my skills and increasing my employability chances.”**

**Jakob Asgaard**  
Computer Games Development BSc Honours, student  
Nationality: Danish

## 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 p206)

Entry requirements: A Levels – BCC/ABB; International Baccalaureate – 27 points; BTEC Extended Diploma – DMM/DDM; BTEC Diploma – D\*D/D\*D\*. Overseas students require IELTS of 6.0 overall, with 5.5 in each component. See also p198.

For full and most up-to-date information, see course web page: [westminster.ac.uk/digital-media-and-games-computing-courses](http://westminster.ac.uk/digital-media-and-games-computing-courses)



The Digital Media Development programme targets students who aspire to gain technical skills and creative knowledge required to design and develop applications for web, mobile and modern technologies like Virtual Reality. The increasing capabilities of the web, high-tech devices and mobile technology provide enormous potential for engaging users in innovative ways of interaction with state-of-the-art applications and interfaces. The digital tech industry requires practitioners with understanding of user experience (UX) principles and good technical competences. The course addresses all aspects of digital media development processes, from conceptualisation and design, to implementation and testing, addressing an increasing skills shortage in the digital tech industry. It offers three main directions of design and development specialisation; web application, mobile application and 3D-user interfaces.

You are supported to build a rich portfolio and to gain professional certification by major industry players (Adobe or Microsoft) at no extra charge.



**“The Digital Media Development course has given me a great variety of input. It has opened up a lot of opportunities for my career path. I especially enjoy the focus on practical work, in individual and group projects. I built up a diverse portfolio and had the chance to specialise in my areas of interest.”**

**Florian William Konig**  
Digital Media Development BSc Honours, student  
Nationality: German

