

# MULTIMEDIA & GAMES COMPUTING

Our multimedia 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 industries. You will be part of the Faculty of Science and Technology, based at our purpose-built Cavendish Campus in the heart of London, close to major industry, business centres and the City. The Faculty and Campus have undergone a major programme of refurbishment, with more than £30million 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 and game engines/middleware.

## Teaching and learning

Our courses are accredited by BCS – the Chartered Institute for IT, and our teaching team is shaped by a group of active researchers in their fields. The University has strong links with the creative industries and during your study there will be a number of talks from key industries 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.



**100%**  
of Computer Games Development students say staff are good at explaining things



## COMPUTER GAMES DEVELOPMENT BSc HONOURS

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

**UCAS code:** GG46

**Campus:** Cavendish (See p22)

**Typical offer for September 2017:** A Levels – BBC/A\*A\*A\*; International Baccalaureate – 26 points; Pearson BTEC Level 3 Extended National Diploma/National Diploma – DMM/D\*D\*. Plus GCSE Maths and English at Grade C or above (Functional Skills qualifications are not accepted). See also entry requirements on p201.



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 and game engines. 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/multimedia-and-games-computing](http://westminster.ac.uk/multimedia-and-games-computing)



## DIGITAL MEDIA DEVELOPMENT BSc HONOURS

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

**UCAS code:** GP43

**Campus:** Cavendish (See p22)

**Typical offer for September 2017:** A Levels – BBC/A\*A\*A\*; International Baccalaureate – 26 points; Pearson BTEC Level 3 Extended National Diploma/National Diploma – DMM/D\*D\*. Plus GCSE Maths and English at Grade C or above (Functional Skills qualifications are not accepted). See also entry requirements on p201.



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 multimedia 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 two main directions of specialisation – web design and development, and mobile application 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/multimedia-and-games-computing](http://westminster.ac.uk/multimedia-and-games-computing)



"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,  
third year

