

2-Year
Accelerated
Degree



STUDY

GAMES

PROGRAMMING

> BSc (Hons) Games Programming

SAC
INSTITUTE

WHAT WE OFFER

With over 2,200 games companies in the UK alone, there is a real demand in the industry for talented, technically able graduates who can turn their creative visions into game realities.

Put your creative and technical talents to work and be a game-changer in the industry! You'll learn two programming languages (C++ and C#) and then go on to develop your technical expertise in programming, problem solving skills within the context of applying game design theory and mechanics, as well as learning two of the most used Game Engines: Unity and Unreal.



FACILITIES

- Top spec PC lab
- Industry-standard 2D and 3D software
- Integrated Software Environments (Visual Studio)
- Game engines (Unity and UnrealEngine)
- VR equipment (i.e. HTC Vive, Oculus Rift, Oculus Go)
- A Games Lounge
- Game consoles (i.e. PS4, PS3, Nintendo Wii)

CAREERS

- Games Developer
- Games Designer
- AI Programmer
- Network Programmer
- Physics Programmer
- Audio Programmer
- Gameplay Programmer
- Graphics Programmer
- Shader Programmer
- Testing and QA

NB: The equipment listed may not be available at the campus of your choice. Visit our website to learn more about the equipment and facilities available at each of our campuses.

TUTOR SPOTLIGHT

“By studying with us at SAE, you will learn the right skills and work with all of the industry standard tools so that you are well prepared to tackle the games industry. Our game programming and game art courses are designed to help students on both sides of the game development spectrum build new technologies and make great games!”

Karsten Vermeulen
Games and Web Programme Lecturer



HOW TO APPLY

UCAS applications

Applicants are invited to submit their application through ucas.com. When we receive your application from UCAS we will consider your academic profile (i.e. your educational qualifications).

You will then receive a notification with either a decision on your application or a request for further information. Your application status will also be updated at ucas.com/track

For all course or admissions enquiries, email enquiries@sae.edu or call 03330 112 315.

Applying direct

If you are no longer attending school or college, you can apply direct at www.sae.edu/gbr/apply-now

If you have any questions about the application process or would like any of our documents in a different format, simply email enquiries@sae.edu or call 03330 112 315.

Fees and funding

At SAE Institute you study and graduate in only 2 years, saving you a considerable amount on tuition fees and living costs when compared to traditional 3 and 4 year programmes.

Funding is available for students wishing to study at SAE Institute in England via the government funded student tuition fee loan from Student Finance England. From 1st August 2019, the yearly tuition fee will be covered in full, for eligible students living in the UK/EU, via student finance. Applicants may also qualify for a maintenance loan to help with the day-to-day living costs. For students wishing to study at SAE Institute in Scotland, there may be partial funding available to eligible students from the Student Awards Agency for Scotland.

Go to www.sae.edu/gbr/fees-and-funding for further detail of what is available and where to find more information.



UCAS CODE

G620

INSTITUTION CODE

S05

DURATION

Two years, full-time

ENTRY REQUIREMENTS

We require applicants to have **Level 3 qualifications** with a minimum of **72 UCAS** new tariff points or equivalent, along with GCSE graded A*-C (9-4) in English for all subjects, and Maths for Games Programming and Audio only. (For students studying in Scotland this is equivalent to National 5, C grade.)

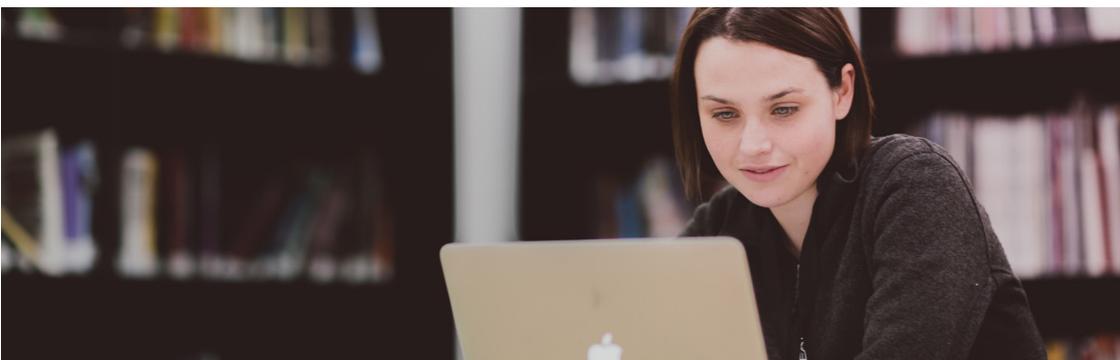
We also consider work and life experiences. SAE requires mature applicants to provide satisfactory evidence of their ability to successfully complete the programme. You will be expected to submit a digital portfolio and CV and you may be invited to an interview.

DEGREE VALIDATION

Developed, delivered and assessed by SAE Institute. Awarded and quality assured by Middlesex University.

START DATES FOR GAMES:

September



TRIMESTER BREAKDOWN

TRIMESTER 1

Introduction to Games Programming
Information, Communication and Professional Media Practice

TRIMESTER 2

Foundations of Game Design and Game Production
Applied Mathematics and Environment Programming

TRIMESTER 3

Network Programming and Tool Development
Elective module:

- Creative Production
- Practical Mobile App Design
- Advanced Artificial Intelligence
- Game Optimization, Analysis and Interfacing

TRIMESTER 4

Graphics and Shader Programming for Games
Marketing, Business Planning and Law

TRIMESTER 5

Research Practice and Society
Elective module:

- Industry Engagement
- Advanced Specialised Project
- Human-Computer Interaction
- Contemporary Game Practice
- Backend Development

TRIMESTER 6

Major Project (BSc)

For a full list of electives see our website

sae.edu/gbr/games

Electives are subject to availability.

WHERE WE'RE AT

Glasgow

Bursting with creative and digital media businesses and boasting an excellent night life, it is the prime location for young talent to build a successful career.

Liverpool

With 1,790 creative businesses generating over 17,176 jobs for creative professionals in independent gaming, film, audio and design, Liverpool is a fantastic hub of impressive creativity.

Oxford

Oxford is widely recognised as one of the UK's top 10 'hot-spots' for creative industries, home to over 3,000 creative businesses and known for its eclectic art and music scene.

London

London is a truly cosmopolitan city offering inspiration and opportunities to all that live and work there.



ALUMNI



“My time spent studying at SAE was one of continuous encouragement and engagement and I have yet to find a similar working environment in my career.

The challenges set by my coursework and the exceptional guidance from my tutors accelerated me towards success I never thought possible.”

**SAE Graduate Jamie Morgan,
Freelance Software Developer**

INDUSTRY LINKS

Through our industry links, you'll benefit from guest lectures, seminars and workshops with key industry figures who can impart their game-changing knowledge and help you get that all-important competitive edge.

Recent visitors to SAE include: Chris Jones - Operations Director / QA Consultant at Game Design Wolf Ltd, Dr Kam Star - Digital Media Entrepreneur, Investor and Award-Winning Games Developer, and Oscar Clark - Games Designer.

There are also plenty of gaming events that we recommend you get involved in as they complement your studies. SAE students have attended the UK's largest international student game jam Brains Eden, and we also host the annual Global Game Jam at our London campus. These kind of events provide a great opportunity to network with like-minded people and will allow you to enhance your skills in a collaborative environment.



Photo by BAFTA Scotland



SAE Glasgow graduates Omar Khan and Geoff Angus walked away with a BAFTA Scotland Game Award for their adventure game 'Stories Untold'.

“Winning the BAFTA Scotland Award was a surreal and unexpected thing. I hadn’t even considered a career in game development until last year, so to be part of an award-winning team 18 months later was very motivating. It is also great for the company. Jon and Omar have been building the business for a few years now, and it is great that they are receiving recognition at last.”

Geoff Angus, SAE Glasgow Audio Production graduate

With the gaming industry continuously growing, the demand for skilled professional programmers is higher than ever. Want to be a game-changer? Look no further than SAE.

The Games Programming degree is delivered by skilled industry professionals who have years of experience and are still active in their field.

Just like the industry itself, our Games Programming degree is constantly evolving to meet industry demands. Through our practice-based method of teaching, we ensure that our students are given quality training and nurtured to become true professionals ready to take on the industry.

24% of the UK workforce is in creative employment



87% of highly creative occupations at low risk of being automated in the future

The creative industries contribute over **£77 billion** a year to the UK's economy and **£15.5 billion** of exports



Contact Us

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