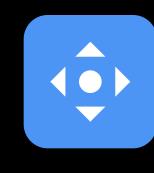# IIE Bachelor of Computer and Information Sciences in Game Design and Development

Degree **Full-Time**

Develop the singular skillset required to thrive in one of the most exciting, lucrative, and fastest-growing industries on the planet. The IIE BCIS degree in Game Design and Development equips students with the necessary skills to pursue a career in creating digital games for different platforms, from computers to platforms like mobile phones and other hand-held devices.

A graduate will be qualified in both the programming and creative aspects of a career in designing and developing games; gamified applications and immersive content for new technologies.

For the creators.

vegaschool.com

IIE Bachelor of Computer and Information Sciences in Game Design and Development

3 Years Full-Time | NQF Level 7 | 360 Credits | SAQA ID: 94726

Career opportunities

Game Developer/ Programmer (various platforms) | Commercial Software Developer/ Programmer | Game Designer | Digital Animator | Concept Artist | Texture Artist | Level Designer | Simulation Designer

Study further with IIE Pathways

The successful completion of the IIE BCIS in Game Design and Development enables you to progress into the IIE BA Honours in Design Leadership delivered at IIE-Vega, subject to meeting the admission requirements.

Modules

Year 1

Semester 1			Semester 2		
Code	Module Name	Credits	Code	Module Name	Credits
GADE5121	Game Development 1A	15	GADE6122	Game Development 1B	15
GADS5111	Game Design 1A	15	GADS5112	Game Design 1B	15
GART5111	Game Art 1A	15	GART5112	Game Art 1B	15
PRLD5121	Programming Logic and Design	15	MAPD6112	Mathematical Principles for Developers	15

Year 2

Semester 3			Semester 4		
Code	Module Name	Credits	Code	Module Name	Credits
GADE6221	Game Development 2A	15	NAGA6211	Narrative for Gaming	15
GADS6221	Game Design 2A	15	GADE7222	Game Development 2B	15
GART6211	Game Art 2A	15	GADS6222	Game Design 2B	15
DBAS6211	Databases	15	GART6212	Game Art 2B	15

Year 3

Semester 5			Semester 6		
Code	Module Name	Credits	Code	Module Name	Credits
GADE7321	Game Development 3A	15	GADE7322	Game Development 3B	15
GADS7321	Game Design 3A	15	GADS7322	Game Design 3B	15
IRIT7311	Introduction to Research for ICT	15	OPSC7311	Open Source Coding (Introduction)	15
XBCGD7311	Work Integrated Learning 3A	15	XBCGD7312	Work Integrated Learning 3B	15

Please note

IIE-Vega does not require a portfolio as part of the application process to study design. Our primary focus is on how our students think and collaborate as creative solution seekers. The development of an industry-ready portfolio becomes a core focus once you enrol and engage hands-on with any of our creative programmes. You are welcome to make an appointment with your campus Contact Navigator if you are not sure which creative course would suit you best. Ideally you should attend one of our GenV workshops at any of our IIE-Vega campuses to explore the different programmes on offer.

Timetables

This qualification is aimed at students who wish to complete full-time face-to-face studies for the duration of their qualification. This means that students are expected to be available throughout the day for class in the academic year depending on how the timetable is structured. Students may also be required to write assessments or submit coursework or assignments outside of normal class time. Students who would like to pursue part time employment opportunities outside of the academic programme must prioritise their studies and avoid committing to work schedules until after they have received their timetables and academic calendar from the institution. Students must also note that timetables remain subject to change throughout the academic year.

Admission requirements

Minimum Admission Requirements		English	Maths/HG	Math Lit/SG/ Technical Maths	Notes
	NSC: Bachelor's Degree pass with	30%	40% or	60%	Applicants who were admitted via Maths Lit/Maths SG/Technical Maths or Higher Certificate are admitted subject to completing the Mathematical Short Learning Programme (SMAPD022) (or equivalent). Successful completion of SMAPD022 (or equivalent) shall be required before students can be permitted to register for the module Mathematical Principles for Developers (MAPD6112).
	NC(V): Bachelor's Degree pass with	50%	50% or	60%	
	SC: Endorsement with	33.3%	40% or	60%	
	SC(a): Bachelor pass with		40% or	60%	
	International	An USAf Exemption Certificate is required and meeting the relevant Maths and English requirements.			
A cognate Higher Certificate or cognate 240 credit Diploma OR an Advanced Certificate OR 360 credit Diploma or Degree may satisfy the minimum admission requirements to degree studies.				If discipline not cognate at least 20% of credits must be academic literacy or numeracy related.	

Should you have any other school leaving qualification not mentioned above, please reach out to a contact navigator.

THE IIE IS ACCREDITED AS AN INDEPENDENT HIGHER EDUCATION INSTITUTION BY THE BRITISH ACCREDITATION COUNCIL.