SAE INSTITUTE

# BACHELOR OF ARTS IN GAME DESIGN AND PRODUCTION

**QUALIFICATION**
Bachelor of Arts in Game Design and Production
(SAQA ID No: 110820 , NQF Level 7)

GAMES

## OVERVIEW

Bachelor of Arts in Game Design and Production allows candidates to dive deep into both the design and production aspects of gaming with a strong focus on the technology and creativity required in this industry. The programme is structured to provide a balance between developing the necessary skills needed to gain competence in game design, as well as being exposed to industry knowledge and theoretical practices in order to critically engage with the contemporary media environment and the gaming industry as a whole.

Students can expect to grow into creative contributors to the African and international gaming industries.

## PROGRAMME CONTENT INCLUDES

- 2D Asset design creation for gaming
- 3D Asset design creation for gaming
- Understanding the origins and history of gaming
- Analysing the role of media in gaming
- Getting your game into the industry
- Research basics: critical engagement with gaming
- Scripting: coding for games
- Play testing and prototyping
- Game aesthetics and mechanics
- Creation of digital and analogue games

## ADMISSION REQUIREMENTS

- National Senior Certificate with a Bachelor entry or equivalent

## DURATION

3 Years, Full-Time

## INTAKES PER YEAR

March



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