

# Diploma in Computing with Games Design & Development

STMARTINS.EDU/COMPUTING

MQF LEVEL  
QUALIFICATION

5

TOTAL CREDITS: 60ECTS

DURATION: Full time / Part time  
**1 Year** / **2 Years**  
(9 Months) / (18 Months)



## MAKE YOUR OWN RULES

### Progression

BSc (Hons) in Computing with Games Design and Development

BSc (Hons) Computer Science (Games Development)

Each diploma is composed of a number of units to obtain a minimum of 60 ECTS. Such units are classified as being either **Core (C)**, **Mandatory (M)** or **Elective (E)** as explained below:

- **Core units:** units which are core to all computing programmes. These are compulsory for all students.
- **Mandatory units:** units which are mandatory for that particular programme. These units are compulsory for those students following the respective programme.
- **Elective units:** units which are not compulsory but still required to ensure the students complete the minimum requirement of 60 ECTS. Such units are typically selected in relation to the programme of studies being followed by the student. Elective units are subject to availability and at the discretion of the institute.

## Core Units

The following units are compulsory to all the computing diplomas and amount to a total of **36 ECTS**.

Code	Study Unit		ECTS
SMc10306	Introduction to Java Programming	A	7
SMc10333	Introduction to Algebra and Matrices	A	4
SMc10335	Introduction to Calculus	W	4
SMc10337	Principles of Computing Architecture	A	4
SMc10339	Implementing and Querying Databases	A	3
SMc10340	Core Database Principles	A	3
SMc10434	Introduction to Graphs and Trigonometry	A	4
SMc11307	Intermediate Java Programming	W	7



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Further to the 36 ECTS from the Core units, the Diploma in Computing with Games Design & Development consists of the following Mandatory units for an additional **20 ECTS**:

Code	Study Unit		ECTS
SMc10327	Game Design I - Conceptual Game Design	A + W	7
SMc10328	Audio Design I - Fundamentals	W	3
SMc10329	Visual Design I - Visual Narratives	W	3
SMc10330	Maths and Science for Computer Games	W	7

The remaining **4 ECTS** credits (minimum) to complete the qualification need to be selected from the Elective units below:

Code	Study Unit		ECTS
SMc10301	Introduction to Data Communications	W	3
SMc10314	Introduction to Information Security	A	2
SMc10338	Intermediate Computing Architecture	W	4
SMc10341	Foundations of Information Systems	A	7
SMc10345	Job Shadowing Programme	S + SU	3
SMc10347	Passwords, Access Control and Security Models	A	3

Evening students are expected to follow 3 lectures weekly, each of two hours duration, over two academic years that run between October and May each year, with nine monthly payments of €167. The Net Cost of the whole Diploma after the GetQualified income tax rebate, studied as an evening student is of €1,000. Students may also apply for the Studies plus scheme, where they study and pay for their tuition after they graduate.

Successful graduates are eligible to apply for automatic Recognised Prior Learning with the University of London and consequently will be able to progress to Level 2 of the MQF Level 6 BSc (Honours) degree conferred by the University of London.



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