

Careers in IT

Games Development

Games Design and Development

The video games industry is dynamic and fast changing using cutting edge technology.

It is a highly creative, challenging and exciting area to work in.

Jobs such as programmer, designer (animator, artist) producer (audio, support, writer) are in your reach.

Game designers and developers have the chance to also work in different areas: e.g. education (teaching, research), gaming and leisure industry or advertising.

You may work in large and small companies or as a freelancer.

Games today are developed in teams:

Creative Roles

- Creative leaders. They would devise the levels, special effects and interactions between the games characters, with input from the client and team.
- Graphic designers, animators and writers who can translate story boards into characters and situations, which are visually appealing to players.

Technical Roles

- Programmers, who have trained in interactive entertainment technologies. They may specialise in audio programming for the sound effects or in graphics programming for the animations
- For realistic effects such as collisions and falling, programmers have to model the physics in the game and so need knowledge of advanced maths
- Technical experts who may have special skills to be able to convert a game from one platform to another: e.g. from a PC to a game console or to a mobile phone
- Testers examine the game in detail to ensure there are no mistakes and the game is playable.

Project Manager

A project manager manages the entire team and can come from a technical, creative or business background.

What do I need?

With regard to qualifications, graduates fill most roles. The right degree depends on whether you want a creative or technical role.

For creative roles, many universities and colleges run specific courses in digital design, multimedia skills and creative digital skills. An HND/foundation degree is the minimum, preferably an honours degree.

As in Multimedia, some employers are looking for graduates who have a diverse degree that encompasses technical knowledge as well as social sciences disciplines and arts, which make the candidates more flexible and versatile.

For technical roles, an honours degree is usually the minimum. As these roles are highly programming intensive, a computing degree is advised, plus strong mathematical aptitude. There are also computing degrees that offer games technology focus.

Masters courses are available to teach games technology to computing, maths and science graduates.

A common work experience and entry-level position in the games industry is as a Tester, prior to going on to Higher Education.

Games Development

The games industry offers challenging careers to those seeking both technical and creative positions.

The games industry requires individuals that are:

- Team players
- Communicators with strong interpersonal skills
- Creative flair and technical aptitude
- Good sense of humour

Previous work experience may be useful to getting that important first job in the games industry.

'Access to Work' is a government scheme set up to provide information, advice and financial assistance regarding the equipment, support and training that can be made available to employees with disabilities.

Other leaflets in this series

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More information can be obtained from:

BCS The Chartered Institute for IT

First Floor Block D North Star House North Star Avenue Swindon SN2 1FA United Kingdom

T +44 (0) 1793 417 424 F +44 (0) 1793 417 444 Online enquiries www.bcs.org/contact Website www.bcs.org

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