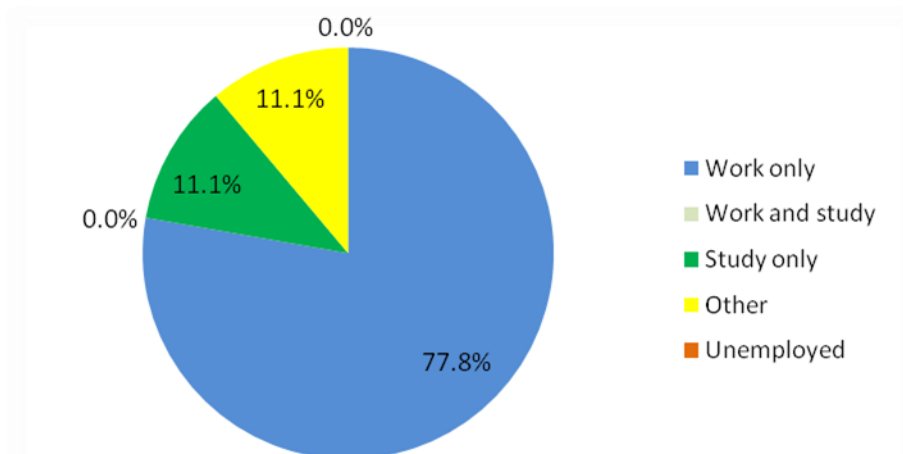


Career destinations

BA (Hons) Computer & Video Games

Percentage of leavers in known destinations (2009)



Examples of employment obtained by leavers (2009)

Job title	Employer
Assistant Production Manager	Lionhead Studios - Guildford
Associate Lecturer	Southampton Solent University
Freelance Animator / Creative Artist	Sci-Fur Studios
Junior Artist	Relentless Software

Knowledge and skills

To be successful in this industry you will need to marry technical skills in design and animation with originality and creativity. Game designing is a long and complex process, requiring interested applicants to work well within a team, manage their own time and meet deadlines, present ideas well, and think strategically.

Career opportunities

This course aims to prepare graduates for entry-level positions in the games and video industry. Typical roles include animators, character designers and level designers employed by development studios. The computer and video games industry is a fast growing one, but like many media based industries, finding work at all levels can be highly competitive. Most entrants have relevant degrees. Gaining relevant experience and taking any possible opportunities to find out more about the industry and how it operates can also improve job prospects. Skillset (www.skillset.org) provide current and detailed information about the industry.