Getting ready for
BSc (Hons) Games Technology

Welcome to BSc (Hons) Games Technology at UWE. We hope that you are looking forward to starting with us at UWE Bristol and are prepared to begin your journey towards your dream career in game development!

As Programme Leaders, may we take this opportunity to provide you with some hints and tips to get you ready to study on your programme. Below we have provided some information that will help you to prepare for your studies this year.

Lindsey Macaulay-Lowe and Richard Wakeling-Gentle

Programme Leaders for Games Technology BSc at UWE

Before you start your journey

We are looking forward to welcoming you in the week commencing 15 September for Starting Block and the beginning of your full-time programme.

Starting Block will help you settle into university and help you get to know your teaching team, course mates, and provide an opportunity to get to grips with university life. We will help you find your way around, get used to university systems, and practise the skills you need to make a strong start. Look out for further emails and explore the Starting Block website with more details.

Your timetable will be available to you via MYUWE (login required) once you have started the registration process. Please visit the 'Understanding your teaching timetable' website to find out when your timetable will be published.

Preparing and arrival

You can find everything you need to know about registration, Starting Block and the start of teaching, on our Preparing and Arrival webpage.

There is a lot on offer at UWE beyond just the course you are enrolled on. Take a look at our website to familiarise yourself with our facilities and services such as the library, study skills, academic support, health and wellbeing support and much more.

Our study skills workbook introduces you to essential services as well as key skills.

You can also explore our support for careers and enterprise. UWE Careers & Enterprise provide a range of workshops, appointments, and a huge range of online resources to support students in realising their future ambitions. The Careers Toolkit is our online portal for finding vacancies, booking onto events and accessing a range of resources.

Registration
Once you have satisfied all admissions requirements, we'll send you your login details for our IT systems to enable you to activate your university email account. Once your account has been activated, you'll gain access to the MYUWE platform where you can register. Note that your login details for MYUWE are different to those used for the UWE Welcome website. Registration for September programmes will only be open from August onwards. You can find guidance and further information on our Registration website.

ID card - upload your photo now
We can only print your ID card if you have added your photo to MYUWE. To avoid delays, upload your photo as soon as you receive login details. For help, go to our student card guidance.

Engaging with your programme

Kickstart your learning in games technology

We don't just play games: We make them! Lots of people play games, but at UWE you will learn how they are made.

At the core of all game development is the code that runs what we see. Coding can be tricky, but also so very rewarding when it all clicks into place! We will provide everything you need to begin your studies for technical game development. If you do not have any programming experience, we will support your development in this valuable skill, and if you have already programmed software before, our assessments will give you opportunity to flourish!

In preparation you can use some of the time over the summer to undertake some helpful activities:

One of the core programming languages for game development is C++. If you are new to programming, we recommend you work through this free online C++ course. This site provides a good general introduction to programming. Don't worry, you are not expected to complete all the tasks (although you are welcome to do so) but we recommend attempting chapters 1-5. Being comfortable with these concepts will certainly support you in your studies and lead you well into game development.

Games engines are powerful tools and can produce quicker results than just programming alone. We use a variety of game engines to aid students in the creation of their own interactive experiences, and we recommend installing and experimenting with the Unity and Unreal engines. Both are powerful, free to use game engines that many of our students and industry partners use to create stunning interactive experiences!

There are amazing online communities for these engines and countless free online tutorials. See what you can produce with the available resources!

By the end of the course, you will have the opportunity to develop your own full commercial game release, working as a small-scale independent game studio. With a growing portfolio of awesome games at UWE, we look forward to seeing what you can create!
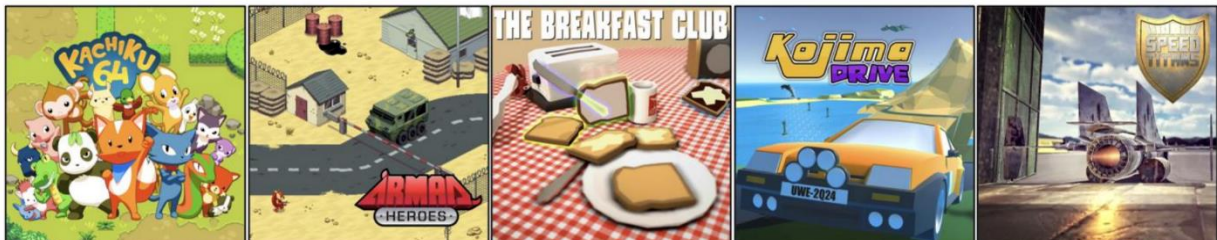
Keep up to date with the games industry!

Finally, to succeed within your chosen programme you will need to think critically about key issues and professional practices in the games industry.

Games evolve faster than any other mainstream media. As such it is likely that you will want to learn more about the wide range of topics covered by the Games Technology course, so we recommend subscribing to a variety of online sources and keep on top of the latest gaming news stories and trends! A recommendation from the team is the Game Dev Digest link as a starting point, but there are many others too!

This is a fast-moving industry making the game development sector an exciting and always evolving profession!

Connect with others

You can see what we are up to on Games Technology, track industry news and network with us on Twitter @UWEGames. Get involved as social media is a fantastic way to network and start your professional journey in game development.

When you start with us on Games Technology, we highly recommend all students create their own channels for communication (and gaming) and Discord has been our students go to method for several years.

Access support

Check information on our Disability webpages and contact the Disability Service to let us know if you need any additional mobility or other support to fully access all activities during your studies.

Be prepared

Get equipped
You will of course be working digitally for much of the time at UWE, using technologies based on those used by professional game developers. On campus, we provide dedicated games technology labs. All access to the software and equipment is provided and we want to support students who require hardware to study on, but to work more flexibly, we recommend students purchase their own personal equipment, ideally a laptop.

University computers are available on all our campuses and are available for you to use for all your studies, providing access to our core digital education tools.

Whilst you do not require the most expensive machines (although a sweet gaming set up can be nice) there is no denying the flexibility that having your own machine offers. Laptops can be expensive items and should be selected to last you the entire course, so invest in technology that will accommodate your time as a student. The software we use for our core teaching is generally free to install and use for students. You will also have access to a

range of free student software when you join us.

All required software packages will run on Windows machines but not all of them will run on Mac devices or tablets or Chromebooks so select carefully when making your decision!

Screen resolution is not really an issue (remember the higher the resolution, the shorter the battery life) and most laptops are full HD already. We provide duel 4K supported displays in our dedicated games labs, should you need an increased resolution.

See the UWE website for detailed information on choosing your IT equipment including recommended specifications. For this programme we recommend the **Enhanced** or **Intensive Specification** detailed in the link.

International students
The Global Student Support Team offer information and advice to ensure you receive all the support you need to get the best from your time at UWE Bristol. They are here to help you to settle in when you first arrive at UWE Bristol and organise social events to help you to adapt to your new environment.

Who to contact if you have questions

For any questions about the programme, please contact:

Lindsey Macaulay-Lowe via email at Lindsey.Macaulay-Lowe@uwe.ac.uk

---

Please note: this information has been provided on the assumption that you will meet the conditions of your offer and be eligible to take up your place.

Entry: September 2025   Last updated: Spring 2025