2018/19

#TheUCLanExperience

DIGITAL REVOLUTION

WHICH COURSE IS FOR ME?
AWARD WINNERS
GLOBAL PLACEMENTS
COMPUTING IN THE NEWS
GRADUATE EMPLOYABILITY

THE 4 WEEK CHALLENGE

Find out more:
StudyAtUCLan
@UCLanComputing
Our specialist courses have accreditation leading to (British Computer Society) MBCS, (Certified Information Technology Professional) CITP and partial CEng exemption from professional computing body The British Computer Society.
Welcome to Computing at UCLan

Prepare yourself for an exciting career at the forefront of the digital revolution with the University of Central Lancashire!

Our innovative approach to teaching and learning means you’ll graduate with the technical, entrepreneurial and social skills needed to succeed in the demanding industry of computing. Your course will start with a team challenge; an exciting project that integrates different technical aspects of computing whilst teaching you how to work as an undergraduate. Throughout your studies, you’ll benefit from our engagement in national and international research projects and from our relationships with national and local companies.

The common first year enhances your general computing knowledge and allows you to find your niche, giving you the opportunity to choose the specialist computing route which is best for you.

Each computing course at UCLan offers a one-year industry based placement. Most placements are UK-based, but we regularly place students in English-speaking workplaces elsewhere in Europe. It is possible to study a year of the course at a university abroad.

Our games development students have a long history of success at the Aardvark Swift Search for a Star competition, producing winners from 2011-2018. This nationwide contest is judged by leading games industry representatives and can lead onto careers with industry leaders.

Throughout your studies you’ll be taught by a passionate team of experienced lecturers, many of whom are still active and influential in the industry. Our degrees will prepare you for a career in a rapidly changing subject that, thanks to new ideas, applications, security threats and constantly evolving technology, is a fascinating area to work in.

Find out more:
- StudyAtUCLan
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Prepare yourself for an exciting career at the forefront of the digital revolution with the University of Central Lancashire!
Channel your love of computer games into training for your dream career!

Our course will prepare you to work as part of a multi-skilled team producing high quality, innovative and exciting games to tight deadlines. You'll learn by doing, using the high performance kit in our purpose-built Games Laboratory, and where possible, we make software available for use on your own PC so you can develop your own games. Both the BSc and MComp degrees emphasise software development for computer games and prepare you for any career in software engineering. You will develop your programming expertise in programming using C++, mathematics and problem solving - qualities that games companies want from graduates, but which are equally sought after in the wider software development industry. Both courses will develop your programming abilities from the basics to the full set of skills needed to implement a complex interactive computer game.

You will study computer graphics and artificial intelligence as well as game mechanics and learn about effective practical software development. You will also learn about developing distributed software and software for mobile devices to widen the range of games you can develop. You will participate in a team project, developing and packaging a complete game and an important part of your final year will be the individual project - a typical project might be to build your own renderer using DirectX and using it to demonstrate several shader techniques. Alternatively, you might develop an AI programme to control groups of game entities, such as armies of soldiers.

Gain software development skills in a practical, hands-on way on this diverse course.

You'll cover a range of technologies - from mobile phones to enterprise applications - across the whole development lifecycle, from understanding requirements through to design and implementation and testing. In your first year, you'll develop interactive games using 3D-graphics. In Year 2, you'll work in a team to design and develop substantial, realistic applications. By Year 3, you'll be ready to tackle complex, concurrent systems involving multiple, interacting components. Along the way, there'll be opportunities to work on live projects for real clients - thoroughly preparing you for a rewarding career. You'll also have the opportunity to gain additional software development experience through internships, short placements, or grants to develop software. For example, a small team of students developed a mobile application to support the Agile North conference, which is often hosted at the University. You can participate in the conference alongside software developers from a range of industries who use agile techniques to ensure their software meets clients' needs.
LD I STUDY?

BSc (Hons) Computing

On this challenging and practical course, you’ll examine the application of innovative technology to solve commercial and industrial computing problems.

You’ll develop essential computing skills in your first year and will then specialise in areas of your choice in second and third years. This flexibility allows you to build a programme that is tailored to your needs. We offer a range of modules including business IT, computer graphics, programming, human computer interaction, multimedia, systems analysis, computer security, computer communications and computer law. You can choose a coherent combination of modules that best suits you and your career goals.

BSc (Hons) Forensic Computing and Security

Combine your interest in solving crimes with computing on this fascinating course which involves detecting, preserving and presenting evidence from computers and mobile devices.

You’ll develop an understanding of hardware, operating systems, communications software, attention to detail, creative problem solving and investigative skills, as well as an appreciation of computer threats, counter-measures and relevant legal issues. Forensic analysts require a high level of technical expertise; an understanding of computer-related crime, an appreciation of relevant law, a methodical approach to investigation, and the ability to explain complex and technical ideas simply. You’ll have a range of further opportunities to ensure you develop the skills needed in work. Current students benefit from Visiting Fellows from industry who help develop technical skills, as well as the opportunity to undertake a professional expert witness training course.

BSc/MComp (Hons) Computer Networks and Security

This practice-based degree will prepare you for a career in a rapidly changing industry that, thanks to new ideas, applications, security threats and constantly evolving technology, is a fascinating area to work in.

It includes the latest developments in wired and wireless computer networking and security, underpinned by relevant theory to offer a broad view of the networking industry. Supported by teaching in purpose-built laboratories, you will use specialist software to develop your networking and security skills. In addition, the course covers core computing skills and legal, social, ethical and commercial issues so you will graduate with a range of transferable skills allowing you to work across not only the computing industry, but also in other graduate careers.

BSc (Hons) Computer Science

Computer science is the study of computation; the concepts and principles involved in the creation and analysis of software.

As well as studying theoretical aspects of computer science such as algorithms, complexity, human computer interaction and computational thinking, you will learn to apply your understanding to the development of effective and efficient solutions to problems in traditional software development, and artificial intelligence. The great emphasis on practical work ensures development in problem-solving, teamwork, and technical skills such as programming, data structure and the development of databases and distributed systems.

Find out more:

StudyAtUCLan
@UCLanComputing
“The 4 Week Challenge was amazing. It was fun, challenging, and quite intense. I went into it knowing nothing at all and surprised myself by coming out of it having built something that worked and feeling confident moving forwards.”

Chris Burns
BSc (Hons) Computer Networks and Security

“It is a great example of collaboration that supports the transition to university. The students really engage with the challenge and push themselves to create something truly dynamic.”

Lesley May
Senior Lecturer across all first year computing disciplines.

THE 4 WEEK CHALLENGE
Our ‘4 Week Challenge’ brings together first year students to design and develop a new app, and then create a marketing campaign to promote it.

The challenge will equip you with a foundation of study skills necessary to be successful at UCLan, and to help you bridge the gap between further and higher education. Each team of students from the wide range of computing-based courses are tested on the usability of their app and the winning team is announced at a symposium at the end of the four weeks.

"The 4 Week Challenge has been a fun experience for me and a great start to university; something that I wouldn’t have had the chance to do back home. It has been interesting working together in a team as we were all very different with diverse skills sets."

STEPH PAUL
BSc (Hons) Forensic Computing

"It is a fantastic way to start off university, getting to make friends and getting to know the lecturers really well."

STEPH PAUL
BSc (Hons) Forensic Computing

Find out more:
StudyAtUCLan
@UCLanComputing
PLACEMENT

UCLAN OFFERS A ONE-YEAR INDUSTRY BASED PLACEMENT ON ALL UNDERGRADUATE AND POSTGRADUATE COMPUTING COURSES. MOST PLACEMENTS ARE UK-BASED, BUT WE REGULARLY PLACE STUDENTS IN ENGLISH-SPEAKING WORKPLACES ELSEWHERE IN EUROPE. IT IS POSSIBLE TO STUDY A YEAR OF THE COURSE AT A UNIVERSITY ABROAD.

Lucy Myers was studying on a software engineering course when she realised her true vocation, to play a role in the Police. The flexibility of computing programmes at UCLan gave Lucy the opportunity to switch courses, and she has now completed her degree in Forensic Computing; a field in which she has flourished ever since.

Lucy completed a year-long placement at Ernst and Young and she impressed them so much that she has been employed there since.

WHAT WERE YOUR DUTIES ON PLACEMENT?
On placement I worked through every aspect on the EDRM (Electronic Discovery Reference Model) on a daily basis, from gathering and processing evidence, to providing review support such as log ins for the clients to access the review platform.

WHAT OTHER EXPERIENCES HAS UCLAN GIVEN YOU?
UCLan also provided me with some great opportunities. I’ve been to Hong Kong, Cyprus and China, each time representing the University and I’m proud to say so.

Lucy Myers
BSc (Hons) Forensic Computing
Ryan Sheff took full advantage of the one-year industry based placement offered on the Computer Games Development course. He heard about an opportunity in Fujitsu, Germany that had been on offer a year prior, and asked his tutor, Nicky Danino, to get the ball rolling. A few weeks after giving his CV to the study abroad team at UCLan, Fujitsu invited him to a telephone interview – to which he excelled in and was granted the placement.

HOW HELPFUL WERE UCLan WITH YOUR APPLICATION?
They were paramount. Without the help of the study abroad team or the course tutors, I would not be here right now, that’s for sure. Mainly with organising the communication between me and Fujitsu.

HOW HAS YOUR PLACEMENT YEAR BENEFITTED YOU?
I think placements are incredibly important in order to apply your skills to real life situations. You can learn as much as you want at University but when you get into a job you have to abide by other people’s rules and conform to their standards - my placement really hit that home.

WHAT ADVICE WOULD YOU GIVE TO OTHER STUDENTS CONSIDERING A PLACEMENT YEAR?
Do it! I see no good reason why you wouldn’t want to boost your CV above the rest and earn some amazing life and work experience while doing it. A placement is invaluable to your development as a person and a developer, no matter in which field of software development is.
During my first year I was involved in a few team projects, the first and most memorable project was called the ‘4 Week Challenge’; a task in which every student from first year computing worked in teams to create a treasure hunt application. This helped everyone get to know each other by working in tight teams and improved our communication and listening skills.

Now, in my second year, I am more involved within the Students’ Union, I was elected as the School President of Physical Sciences & Computing, I ran because I wanted to improve learning and university experience for students across campus.

My favourite memory so far is going on a university trip to Gibraltar for a week. I met people who had just graduated in my course within the trip, which was very helpful to ask them questions and advice.”
AMSTERDAM - THE NETHERLANDS

A Digital Forensics Research Conference held in Amsterdam, helped provide students with a real world insight into contemporary issues surrounding digital forensics. There was a wealth of multinational speakers in attendance which gave the students first-hand experience in the different cultural approaches taken to forensic investigation. The nationalities involved were Dutch, Swedish, American and a range of other nationalities who were scheduled to present their research. Having access to this cutting-edge research provided insights into the employment demands of tomorrow.

John Livesey said: “The conference gave me inspiration on relevant topics that I could choose for the project because all the technologies in the talks were relevant and up-to-date, not from books or papers that were published two or three years ago. It also gave me an idea of how a project should be followed through as the speakers went through the process they took to complete their project and come to a conclusion. It was also nice to see the sights of Amsterdam as it’s not every day you can do so.”

DUBLIN - IRELAND

Computing students from UCLan recently had the opportunity to participate in an international research conference.

Students from the BSc (Hons) Forensic Computing course attended a Digital Forensics Research Workshop (DFRWS) in Dublin, Ireland. The conference, which has launched in 2001, gives academics and practitioners the opportunity to come together and discuss cutting edge digital forensic research, techniques and skills.

“The DFRWS was a great way to meet people and see research techniques which are used in the industry today. It was also useful to be introduced to new software which people were advertising there, which we might end up using in the future.”

“Attending the DFRWS was an amazing experience as it allowed me to listen first hand to industry professionals who are highly regarded in digital forensics. It was also a good opportunity to network and make connections.”
COMPUTING DEGREES
BRIDGING THE SKILLS GAP
There is no better time to enhance your skillset and knowledge in computing. Nationally it is recognised that there is a computing skills shortage with the government creating the National Centre for Computing to triple the amount of computer science teachers. There is also a global shortage of cyber security professionals, with the latest figures suggesting 1.8 million information security-related roles will remain unfilled worldwide by 2022. This projected shortfall in cyber security professionals is 20% higher than a five-year forecast previously published in 2015.

**INDUSTRY PLACEMENT**

All undergraduate and postgraduate computing courses offer a one-year industrial placement. Most placements are UK-based, but we regularly place students in English-speaking workplaces elsewhere in Europe. It is also possible to study a year of the course at a university abroad.

**COMPUTER NETWORKS AND SECURITY**

Our innovative course will enable you to work as a network designer, network manager or network security consultant. With Cisco accreditation and a wide range of transferable skills including project management, group working and communications, you will develop excellent long-term career prospects and a high earning potential. Our graduates have gone on to work for organisations such as GlaxoSmithKline, Intel, Red Bull, Fujitsu Siemens and BAE Systems.

**COMPUTER GAMES DEVELOPMENT**

This course has produced numerous finalists and winners of the ‘Programmer of the Year’ award in the Aardvark Swift ‘Search for a Star’ nationwide competition. We support our students to gain placements in major gaming and computing companies including Lionhead, Microsoft and IBM. You’ll graduate with the full set of skills you need to create a complex, interactive computer game, and our students have gone on to work for companies like EA Games, Rockstar, Crytek, Lionhead, Rare, Evolution, Blitzz, Bizarre, Capcom, Codemasters, Travellers Tales, Kuji, Juice, Steel Monkeys, Fuse Games, Pitbull, Playbox, Protinus, Logistix, Ruffian and Jagex.

**COMPUTER SCIENCE**

This new programme will lead to a wide range of careers in the computing industry, such as in software architecture and development, database administration, data analytics, mobile application development and IT consultancy. Graduates from similar courses have been employed by organisations like BAE Systems, Nokia, Hewlett Packard, IBM, Intel, GCHQ and EA games, while others have started their own companies. Graduates are also well placed to enter graduate level recruitment programmes in wider industries, such as manufacturing, commerce and finance.

**FORENSIC COMPUTING AND SECURITY**

Many graduates seek careers as digital forensic analysts, security professionals or computer system managers, while others will work as software developers. The technical and interpersonal skills developed on the course will help in many graduate-level careers, particularly with the Police and other investigative agencies.

**SOFTWARE ENGINEERING**

Graduates of this course have been employed with companies such as Nokia, Hewlett Packard, IBM, Intel, GCHQ and EA (Electronic Arts), while others have started their own company. One graduate, Claire Walsh, became a software engineer working on releases of new software used to monitor and control assets at London Underground sites.

**TEACHING AND RESEARCH**

The growing skills gap in computing has put further impetus on the Government to provide adequate provisions in place. Its plan is to triple the number of computer science teachers and boost computer science skills for future generations.

Find out more:

- [StudyAtUCLan](https://www.uclan.ac.uk)
- [@UCLanComputing](https://twitter.com/UCLanComputing)
WHERE ARE OUR GRADUATES NOW?

Find out more:

- StudyAtUCLan
- @UCLanComputing
I was attracted to the Computing course as it allowed me to create my own path, instead of following an individual route – i.e. software engineering, networking, etc. I was able to combine modules from different paths – giving me a broader view of the subject as a whole. UCLan’s location makes commuting relatively easy and when I visited on the open day the atmosphere from the staff and students made me feel very relaxed, and I knew I’d be happy at UCLan.

In my first year I was taught how to research papers as an assignment for the Practitioner Skills module, my paper went on to be published in the UCLan Journal Diffusion. I went on to present the paper at the National Conference of Undergraduate Research (NCUR) 2016, in Asheville, North Carolina, USA.

The staff at UCLan are always happy to answer any questions via email, even at weekends. If staff see you are putting in the effort they will always go above and beyond to help you. Get to know your tutors and build relationships with them, they want you to succeed and are always happy to support you if they see you putting the effort in. You’ll be surprised at how many opportunities come up because tutors know you.

I was looking for a degree in software engineering as I felt it was a growing industry that would provide good job opportunities. Preston in particular appealed to me as I really liked the town when I visited for the open day.

I started at BAE Systems as a graduate software engineering. My first placement was within the Displays and Controls team. Since then, I have spent the past 20 years building my career within the same department. I was promoted into a team leader role, then into a series of more senior management roles before reaching my current position as Principal Engineer for Typhoon Avionics Displays and Controls.

The single thing that I am most proud of in my career has to be my work with young people at the beginning of their careers. Supporting, developing and helping young people grow is more fulfilling than anything else I have done in my 20+ year career.

My advice to current students would be to try and balance the social and academic side of university and to find some extra-curricular work; employers like to see that you have managed to keep multiple things going and that you can keep a job for an extended period.

Out of all the Universities I considered, UCLan had the most vocational, relevant and hands on course, with a strong alignment with Cisco’s CCNA qualification.

After graduation I applied for various IT Graduate Schemes and eventually chose to join Network Rail, where I was working as a Graduate Infrastructure Solutions Architect, helping to shape the future of Network Rail’s IT strategy and use of new technologies, I am now contracted as a single Network Design Engineer.

My greatest achievement since graduation has been working on a large project within Network Rail called External Services Gateway (ESG), this allowed me to get hands on with most of the company’s IT infrastructure, and enabled me to save the company over £500k by resolving pre-existing problems – some of which has been a direct result of the skills and experiences I had at UCLan.

The best thing about my time at UCLan was really about the people – I met some of my best friends here, and certainly wouldn’t have swapped that time of my life for anything else.

I have found my degree to be invaluable during my employment, I left University feeling a lot more confident about my own abilities because of the problem solving and mindset the degree offered me.
MComp Computer Games Development student Kyle Hobday competed against more than 400 coding students to claim the Search For A Star 2017 Code award, he is now named the best final year computer games programmer in the country.

Kyle won with his ‘Star Wrangler Arena’ game, which he built in just four weeks. The winning game tasks players with controlling a little ship with its own magnetosphere to direct falling stars into their goal. As well as creating the game, Kyle undertook an online coding test, took part in a networking event and was interview by five high-level industry-leading judges.

As part of the winning prize, Kyle will receive an interview for a job or internship with one of the leading UK studio partners. He will also receive additional prizes donated by members of the industry, including a high-performance Radeon R9 Nano graphics card donated by AMD.

“I am overwhelmed by winning. I didn’t think I’d done well enough in the interview to have come first. To go from entering the competition just to gain experience to then winning it is just amazing. I surprised myself with this achievement and it will certainly be a memory that will stick with me forever.”

“I learned so much over the course of the competition and would definitely like to thank the organisers and industry experts for their time.”

Dr Gareth Bellaby, Course Leader in Computer Games Development, said: “I’m absolutely delighted for Kyle, this is a fantastic award to win and he deserves all the recognition he’ll get for his outstanding work. What is very gratifying for me is the fact that three out of the 10 finalists were UCLan students.

That is a great accolade for the course and shows the quality of work the students are producing. The organisers commented that the quality of the finalists this year was very strong so the achievements of Kyle, James and Neil are outstanding.”
Logan Talbot has proved that a learning disability is no barrier to gaining a top job and a first-class degree from UCLan. Logan, who is a Software Engineering graduate, has dyslexia but his hard work has paid off after obtaining a first-class degree and landing a full-time job at Capgemini, one of the world’s foremost providers of consulting, technology, and outsourcing services.

Logan’s hard work on his course was rewarded with two University awards. He received the British Computer Society (BCS) Prize for the Most Outstanding Student on a BCS Accredited Programme and a School Prize for the Most Outstanding Student on the software engineering degree.

The former Ashton Community Science College and Cardinal Newman College pupil was in the fortunate position to have numerous job offers come his way after successful placements and internships.

“I’m very proud of myself for gaining a first-class honours degree and commencing my first graduate employment. It has been difficult at times but I persisted and ensured that I planned my work in advance to allow time to complete each module to the best of my ability. The course did stretch my abilities and required a lot of sacrifice but it was all worth it.”

“The support I received from UCLan has been fantastic. I received support with equipment, an individual support tutor and in exams I received support when required. I found that my tutors were very understanding and approachable with my issues.”

The first cohort of the MComp Computer Games Development students have now graduated from UCLan after the University launched the MComp degree four years ago. The five trailblazers have now set the benchmark for high achievement on the course.

Four of the five have graduated with a first-class honours degree while three of the five were finalists in the national Search for a Star competition, which discovers the best undergraduate games programmer in Europe.

The graduates are now putting their skills to use as two have landed graduate entry roles with big developers while the other three have created their own company.

James Hutchinson, from London, has landed a job as a games programmer for Sumo Digital, based in Sheffield.

The 22-year-old, who took to the stage of Preston’s Guild Hall to receive his degree, said: “The course was very different to what other universities were offering and that was really good. It was a practical course and it meant we were learning a wide range of skills and covering a variety of topics which helped make us ready to enter the world of work straightaway.”

Dr Gareth Bellaby, Course Leader for the MComp Computer Games Development, said: “This first cohort has been a small group but they have been very close knit and very successful. For three of them to have been finalists and for Kyle to win Europe’s largest games development student competition was tremendous.”

Find out more:

StudyAtUCLan
@UCLanComputing
Q. What are the most interesting aspects of the subject?

A. The most interesting thing about Computing is that it is about the future. The possibilities are endless and the industry moves fast. The continual development and progression is what makes it exciting. Computing can make a real change to someone’s life, whether this is as a communication tool, an entertainment device or a device to monitor your health.

Q. What is your role with the students?

A. I work closely with students in a range of roles. I teach on the 4 Week Challenge and am also responsible for all undergraduate Computing projects. I deliver project lectures, ensuring every student proposes a viable project. I look after placements and liaise with companies who are looking for students, ensuring a smooth experience for both students and employers.

I am responsible for the International Travel Bursary, which contributes to the cost of travel and accommodation. We have supported students to attend conferences in Amsterdam and Dublin. In 2015 20 students went to our Cyprus Campus to partake in a Leadership course. Other trips have included going to Germany to visit the Fujitsu factory, trips to India and this year students went to Gibraltar to undertake science outreach in schools. Other students have made cultural visits to China and Hong Kong. Students agreed it is a fantastic experience and enhances their employability.

Q. How do we develop employability for the future of computing?

A. In Computing, we believe that alongside developing technical ability, we need to cultivate the skills and attributes needed to find, obtain and succeed in suitable careers. The key interpersonal skills relate to team working and communication. There are also techniques and attributes such as confidence, resilience, enthusiasm and commitment that help in seeking and applying for jobs.

We arrange additional activities to enhance employability and motivation. Forensic Computing and Security has a visiting Fellow, who lectures students about the Forensic Industry and provides mock interviews. Computer Games Development students are encouraged to participate in competitions such as Search for a Star, which illustrate the demands of the Computer Games industry and the opportunity to meet potential employers. Our students also take part in the BBC Technology Challenge competition every year. Each team is required to produce a prototype application.

We have arranged several hackathons. Software Engineering and Computer Games Development students most commonly engage with the events. For the last three years, we have submitted a student team to The Defectives University Challenge, a competition based around software development testing. We have finished in the top three every year, and crowned the winner in 2016.

Q. How do we address the gender gap in computing?

A. Positive role models are vital if we are going to remove long-ingrained stereotypes. That’s why I visit schools and colleges to engage both girls and boys in fun and interesting STEM activities which prove they can be computer scientists and engineers. I pay particular attention to ensuring that girls and boys all do the same thing, and see themselves achieving something. I also give public lectures and liaise with the media on matters pertaining to science, so that female scientists are more visible to the public.
Q. Laurent, with 15 years in the Computer Games industry, I’d imagine that you’ve seen quite a lot in that time?

A. As a teenager, I taught myself to program. I then got involved with sports games early on, setting up my own business and running studios for nine years where I had 60 people working with me. My experience ranges from development to recruitment to contract negotiation, so I have had a very wide range of experience in the games industry.

Q. What’s been the most enjoyable part of the industry for you?

A. I would have to say releasing the first title under my own studio was a particularly proud moment. We made the game from the film Braveheart and got involved with Mel Gibson and his production company. When you see your game on the shelves, it is a very big boost.

Q. Is there a skills gap in the market? If so, what is lacking in particular?

A. There is. There is a preconception that there is going to be a lot of gameplay and game design, as you have to look at the storyline and mechanics of the game. However, the majority of games development is programming or artwork creation. If you are a technically minded, you need to learn how to program. If you are a creatively minded, you need to get into 3D modelling or improve your 2D art skills. This is where you need to focus your skills from an early stage.

Q. Can you see there being one kind of game that takes over the industry in the near future?

A. Not at all. This an area where you can pick your niche. We see huge immersive games that last for weeks. On the other hand, casual games that can be played on the way to work. The games industry is fragmenting but that isn’t a bad thing.

Q. What advice would you give to students after their first year?

A. You should think about starting to publish. It sounds scary but to be able to put on your CV that you have published or sold a game early on in your career is amazing. You can say that you are a good programmer or artist but it’s even better that you are involved in a game that is actually out there.

Q. What kind of success have students from the course had?

A. Several UCLan graduates have roles as Product Manager, Technical Lead, Senior Developers, Gameplay Developers etc. We have graduates who now have studios of their own. We have students working in graphics, gameplay, artificial intelligence, every area of games development. We also have an enormous range of students in art and design jobs. One of the great things about having a degree here from UCLan is that often when you go to a job interview, the staff will have known a UCLan graduate. It has even been the case that our students have actually been interviewed by a UCLan graduate. We have a long history in the industry and we have a great knowledge of what the industry wants and how to deliver that to our students.

Q. What would your advice be to anyone coming to UCLan and taking this course?

A. I would definitely advise learning a language and I would recommend C++ or C#. You can get Visual Studio Community free or have a look at Unity. If you are into art and design, I’d suggest getting Blender which is a free 3D modelling tool and learn how to create characters or environments.
THE UCLAN EXPERIENCE STARTS HERE...

WELCOME TO THE UNIVERSITY OF CENTRAL LANCASHIRE

Over 93% of our graduates are employed within six months of graduating HESA 2016

Preston awarded ‘safe’ city status for nights out

Only a 25-minute drive to the beach and bright lights of Blackpool

UCLAN IS RANKED IN THE TOP 3.3% OF UNIVERSITIES IN THE WORLD - Centre for World University Rankings 2017 (CWUR)

We’re investing serious money in your education with our multi-million pound Campus Masterplan

FREE SPORTS MEMBERSHIP TO OUR £13M SIR TOM FINNEY SPORTS CENTRE ON CAMPUS

TEAM UCLAN IS THE HOME TO OVER 50 STUDENT SPORT CLUBS

Compact city centre campus - shops, bars and restaurants on your doorstep

Our Students’ Union has over 150 clubs and societies - you can even form your own!

FANTASTIC LIBRARY FACILITIES AVAILABLE 24/7 DURING TERM TIME

Preston is the best place to live and work in the North West according to the Good Growth for Cities Index

Over 93% of our graduates are employed within six months of graduating HESA 2016

University of Central Lancashire, Preston, Lancashire, PR1 2HE

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In compiling this guide, all reasonable care has been taken to ensure its accuracy at the time of printing (June 2018). We hope you are happy with your UCLan experience. If not we have a complaints procedure in place, please visit uclan.ac.uk/studentcontract.