



Student Transitions: Example of transitions practice

Title: Games Industry Portfolio

Transition(s) the practice supports:

The practices of this work support the transition of Heriot-Watt Computer Sciences students to careers in the games industry.

Abstract: The Digital Games Industry is a popular career choice amongst Computer Science students at Heriot-Watt. The games industry is a very competitive industry and a career choice for many across the UK and a portfolio, demonstrating the programming skills of the candidate is often required in order to make a successful transition between completing an academic programme and entering the industry. This project, through industry contacts, will focus on supporting and advising students in the development of their programming portfolio and provide them with an extensive programme of technical sessions, directions and tutorials. In line with specific skills and knowledge currently required to integrate the games industry, this project will provide students with an accessible and fully implemented game development project and ready-to-use production assets available so as to further their technical development and portfolio.

Description:

This project will equip students with the starter materials and know-how to develop a successful games portfolio for jobs in the computer games industry. Links with computer games companies and games development studios, as well as past experiences with former students who went on working in the games industry have established that this portfolio is crucial in integrating the industry. A solid and targeted programming portfolio is a major factor in successful application and developing it is regarded as a major learning experience, equipping students for successful careers in games programming. Computer Science students possess basic technical skills that act as pre-requisite for working in the games industry, it is important for them, in order to integrate the industry, to further and shape these skills so as to demonstrate specific games-related practice and experience.

This project aims to support students in preparing for a transition to the games industry by providing them with a comprehensive game development tutorial series and a technical platform for them to develop their own self-learning.

Our aims for this project are to:

- 1) Liaise with industrial contacts on the format, scale and content of the portfolio.
- 2) Develop specialised portfolio tutorial sessions as part of professional development in Computer Science.



enhancement
themes

- 3) Develop a starter game development pack and tutorial sessions for portfolio development.

We believe that a greater awareness of portfolios format and content, as well as greater technical support in developing games and portfolio relevant materials will greatly facilitate the transition of traditional computer science programmes towards the games industry by means of demonstrating applied skills and knowledge.

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