Career Investigation

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Title: Career investigation of Computing in Games Development.

Description: A person working as a game developer can specialise in many areas, including:

- Software engineering.

- Multimedia and web development.

- Systems architecture.

- Games specialist and games design.

Skills and Qualities:

Skills:

- Computer Skills, Creative Skills, Organisational Skills.

Qualities:

- Team player, Motivated, Attention to detail.

Qualifications and Training:

Pathway 1 – Direct entry

- The course title is Bachelor of Science (honours) in Computing in Games Development.

- The points for the last 3 years for this course are around 280 - 320

- The entry requirements are at least a C3 in two higher level papers together with at least a D3 in four ordinary level subjects. Mathematics must be at least a B3 in ordinary level.

- The college I have chosen is Dundalk Institute of Technology.

- The course duration is 4 years full time.

- The details of the course are that the degree aims to provide you with comprehensive knowledge and skill in developing software and, in particular, the opportunity to gain expertise in the development of computer games.

- The end qualification is being a Games Specialist/Designer.

Pathway 2 – Alternative Entry

- You could do a FETAC Level 5 course called Creative Media for 1 year in Cavan Institute of Technology and the get a transfer into Dundalk Institute of Technology after that year.

- The entry requirements are to have completed the leaving cert or leaving cert applied.

Interaction:

- I did work experience at PC World in Navan from 8ᵗʰ February – 12ᵗʰ February 2010.

- I liked that area of work because I worked with computers and games etc.

- I completed some work shadowing with the technician in PC World and I found that work amusing as you were working with different parts of the computer.

- The experience at PC World made me want to try my best in my Leaving Certificate to get into college and find out more about computers and games.

What I learned by the research/activity about career and oneself:

(Leaving Certificate Subjects)

- The two subjects that are relevant to this career are Maths and Design and Communication Graphics.

- Maths is important because the course requirements are a B3 in Ordinary Level Maths.

- Design and Communication Graphics is important because I need Graphics Design in the course.

- The skills I have learned from these subjects are – Computer skills and Numeric skills.

(Personal aptitudes/Personal Interests)

- I have an interest for Computers and Graphics Design.

- I am reasonably good with Computers.

- I enjoy work that involves Computers and Games.

- I enjoy the Work Shadowing when I was at work in PC World.

- These interests tie in with the career because both careers involve Computers and Games.

Evaluation of Career Investigation:

Having completed my career investigation, I believe that I will pursue a career in Computing in Games Development. This investigation taught me that I would really like to go to college to study that course and make a career out of it. Without carrying out this career investigation I would not have learned that I needed some key requirements to get into the college course i.e. a C3 in two higher level subjects.

This investigation has helped me to evaluate my own skills and aptitudes because I discovered that I can use the research and computer skills that I have used while doing this career investigation in the future, at college or in a job involving computing. This career investigation helped me to expand my skills in: research, computing and communication as I had to search the internet to find out more about the course and ask my computer teacher about computing courses.