



Fact Sheet

Systems Development

(with vendor-specific short course and certification in

Games Development)



Creative &
Technology
Universitas

Systems Development

(with vendor-specific short course and certification in Games Development)

FACULTY OF INFORMATION TECHNOLOGY

Vocational Studies: 2023 Fact Sheet

Programme Title	SAQA ID	Credits	NQF
Games Development	48872	131	5

***This programme is only available to current students for 2nd/3rd year studies**

Programme description

This is an NQF 5 registered qualification, with SAQA ID 48872, and has 131 Credits. The qualification is addressing the need in the workplace for nationally recognised qualifications, based on unit standards that will allow people with workplace experience in the Systems Development areas covered, to request assessments and get recognition for prior learning. Further, this qualification has been formulated such that it reflects the workplace-based needs of the Information Technology Industry as expressed by CTU. The input has been used to ensure that the qualification provides the learner with accessibility to be employed within the IT Industry.

This programme provides students with the technical know-how required to design and develop well-designed games that possess attributes such as storytelling, problem-solving, and creativity. At the end of this programme, students would be able to write high-quality source code using JAVA, C#, blender, Unity, Android, ASP.NET MVC6, and many more. Furthermore, on completion of the programme students should be able to develop applications, games for entertainment and event simulation, and virtual reality games based on the understanding of a client's functional and nonfunctional requirements on both mobile and desktop platforms.

Admission requirements

The entry requirements for the National Certificate: Information Technology (Systems Development), NQF 5, SAQA ID 48872 are as follow:

There is open access to the Qualification. However, it is a prerequisite that learners should have acquired the National Certificate:

Systems Development at NQF Level 4.bA National Senior Certificate (Grade 12) with Math Literacy / Mathematics/ Technical Maths (Application form & diagnostics assessment at the campus)

Mode of study | Duration

Day Classes (full time): 12 Months, (5 days/week)

Evening Classes (part time): 12 Months, (2 x evening classes per week, 18:00 - 21:00, Mon & Wed or Tues & Thurs as well as 2 x Saturday classes per month)

Programme outline

Semester 1 Subjects:

- ▶ SDJD521: Beginner Java
- ▶ PRG521: Programming with C#
- ▶ SLD521: Solutions Development

Semester 2 Subjects:

- ▶ GTS522: Game Design Theory and Story Telling
- ▶ GDA522: Game Digital Art and Modeling
- ▶ GDP522: Game Design Platform

Teaching and Learning Methodology

A blended teaching and Learning methodology is followed. All theory classes will be conducted Virtually through Lecturer-led interactive teaching on a national basis. A flipped classroom approach will be followed in some sessions. This means that students are introduced to content at home and practice working through it during the applicable session, either the virtual theory sessions or the practical sessions.

All students will be allocated to lecturers that are not necessarily based at the campus of enrollment but who will always be subject matter experts. CTU implements a national academic standard and all lecturers have been appointed on the same criteria and use the same academic content in the teaching and learning process. The adherence to a national academic standard is monitored by the Academic Management team at the Head office. Therefore, all students will continue to receive the same quality of education. Students will attend some practical, group, and research sessions on campus or virtually. The same work and time will be spent on both methods, face to face and VLIT, with students. Extra practical sessions can be booked at the campus with the Campus Operational Manager. Students will be expected to attend practical, group, and research classes on campus a minimum of two days a week, as per the campus schedule.

Textbooks and e-guides

A list of prescribed textbooks will be provided in your e-guides. Students will receive an electronic version of the academic guides (e-guides) for this programme on the Teaching and Learning platform. Access is available to an electronic library of textbooks on O'Reilly, and it is included in the fees. Refer to the [Device Specifications and Stationery List](#) document for more information.

Technology hardware, software and data requirements

A laptop is required to access the VLIT sessions, all study material, and complete assessments etc.

For additional information please consult the CTU Bring your own device guide. [Device Specifications and Stationery List](#)

A minimum of 20 GB data per month (uncapped recommended) is required to access training material.

Student Support

Student support sessions with the facilitator will also take place on a one-on-one basis either virtually or physically at the campus per appointment or per the academic schedule.

Certification

On successful completion and verification by the Quality Assurance Partner of the programme, the student will receive a National Certificate: Information Technology (Systems Development) by the QAP MICT. Note that the process of issuing a Certificate might take up to three years to be finalised.

International certifications

- ▶ AZ-204 (Developing Solutions for Microsoft Azure)
- Optional Exams: (*for student's own account)**
- ▶ IZ0-808* (Oracle Certified Associate Java Programmer (OCAJP))
 - ▶ **Unity Certified User: Programmer***

Further studies

Students may pursue further studies at CTU by enrolling for Certificate: Information Technology: Database Administration 71869 NQFL 6

Career fields

Students can be employed in the following career fields:

- ▶ C# Developer
- ▶ Java Developer
- ▶ Software Engineer
- ▶ Web Developer Using ASP.NET
- ▶ Mobile App Developer

Pricing*

Programme	Registration fees	Tuition fee
Games Development	R9 000	R81 312

*** Excludes external fees and identified textbooks if applicable. * Prices are subject to annual adjustments.**

Payment

Visit our website to view the payment method.

[Payment Methods.](#)

APPLY for Student Loan [HERE!](#)

Additional costs

Students must make provision for additional items such as textbooks, stationery, supplementary examinations, research costs and printing, field trips etc.

Disclaimer

The information contained in this fact sheet is accurate at the time of printing. However, factors beyond the control of CTU Training Solutions (such as environmental, regulatory or technical changes) may cause the contents of this fact sheet or of the programme to change. In the event of any such change, CTU will notify current students. All possible measures will be taken to minimise inconvenience to students.

I (Name of student):..... hereby acknowledge that I understand the information stated in this document and fully comprehend the specifics explained above pertaining to this qualification.

Student signature:.....

Signature of legal guardian:.....

Name of legal guardian:.....

Consultant signature:.....

Name of sales consultant:.....

Date:.....

*** Please note the original signed copy should be kept on the student record file.**

CONTACT US

customerservice@ctutraining.co.za | ctutraining.ac.za | 0861 100 395