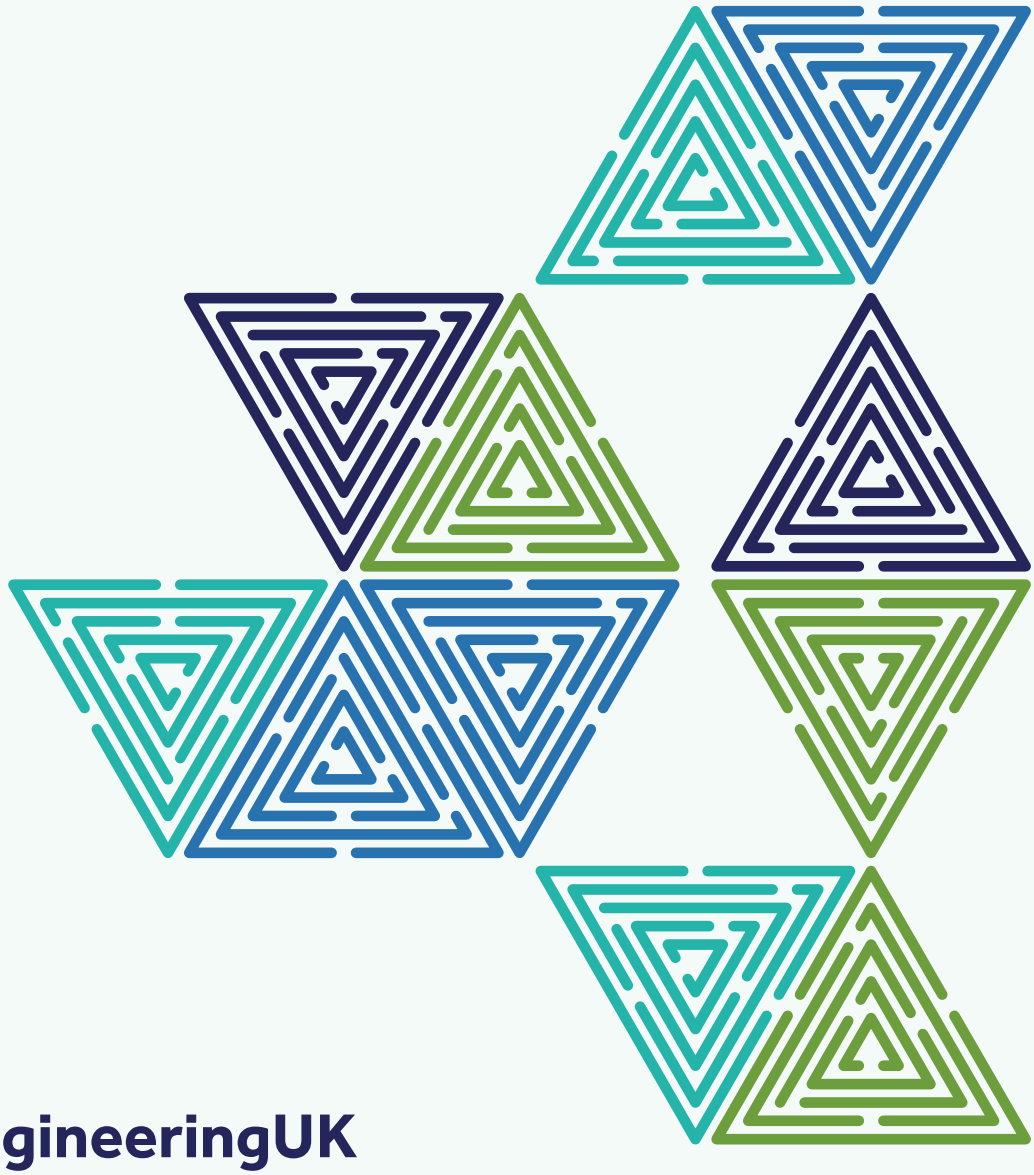
ENGINEERING & TECHNOLOGY IN HIGHER EDUCATION

Computer games and animation



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In 2023/24, there were 6,425 entrants studying computer games and animation in higher education[1]. This was made up of 5,150 first degree and 120 other undergraduates students, and only 1,155 postgraduate students (taught and research).

Undergraduate first degree entrants

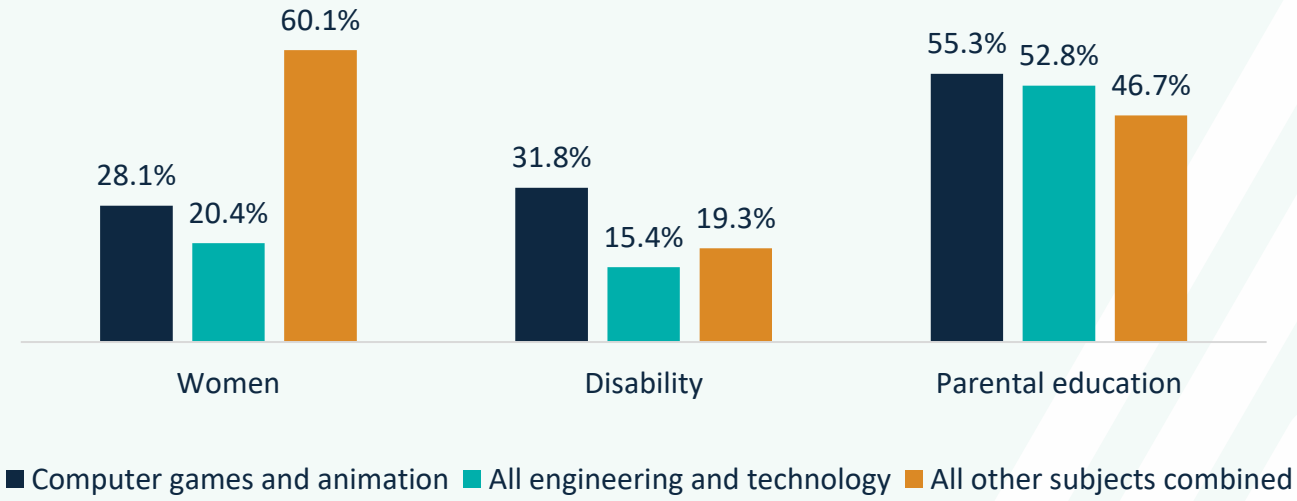
The number of computer games and animation first degree entrants has increased from 4,850 in 2019/20 to 5,150 in 2023/24. Computer games and animation was the 7th most popular choice for first degree undergraduate entrants in engineering and technology in 2023/24. This was equivalent to 6.4% of all engineering and technology entrants at this level. Of these:

- 28.1% were women
- 20.6% were from a UK minority ethnic (UKME) group
- 31.8% had a known disability
- 19.6% were from low higher education participation areas (POLAR4 quintile 1)
- 87.8% were from the UK, 1.6% from the EU and 10.6% were from the rest of the world

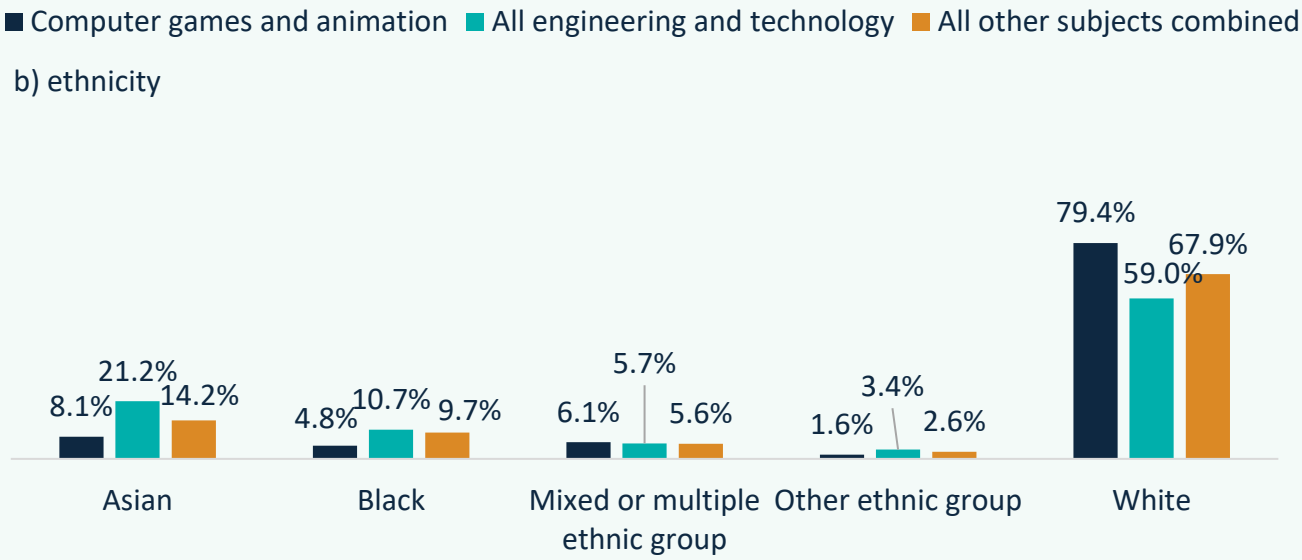
At this level, computer games and animation had the smallest percentage of UKME groups at only 1 in 5 (21.3%). This is compared to 4 in 10 across for all engineering and technology subjects (41.0%). It also had the smallest proportion of international students from RoW at only 1 in 10 (10.6%). It did, however, have the highest percentage of disabled first degree students at 1 in 5 (20.6%) (figure 1).

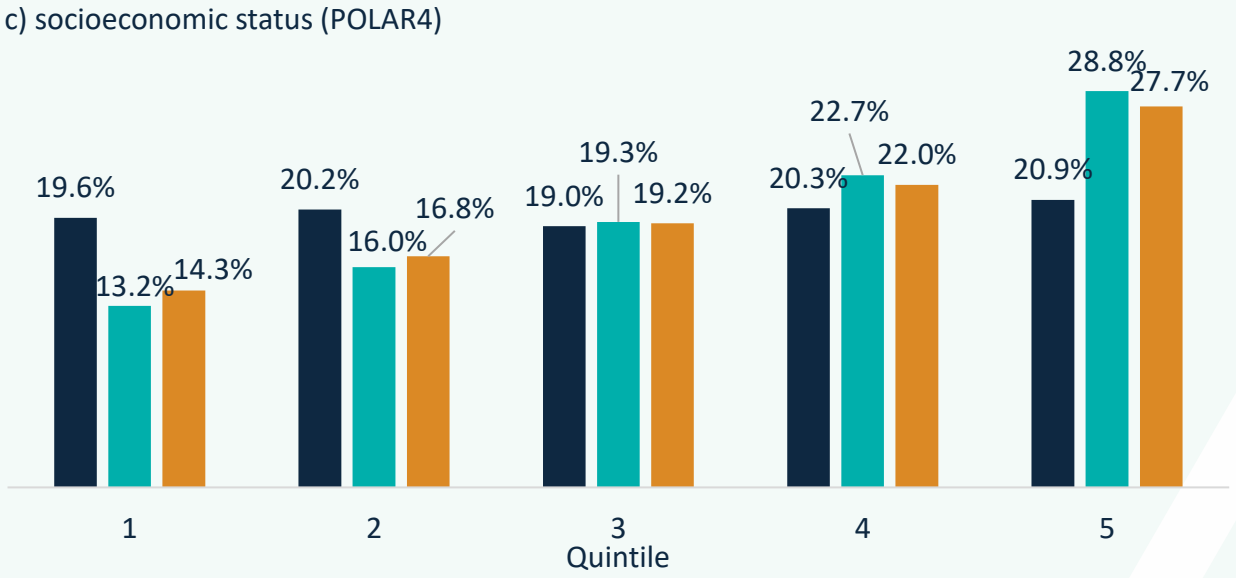
Figure 1: Characteristics of undergraduate entrants

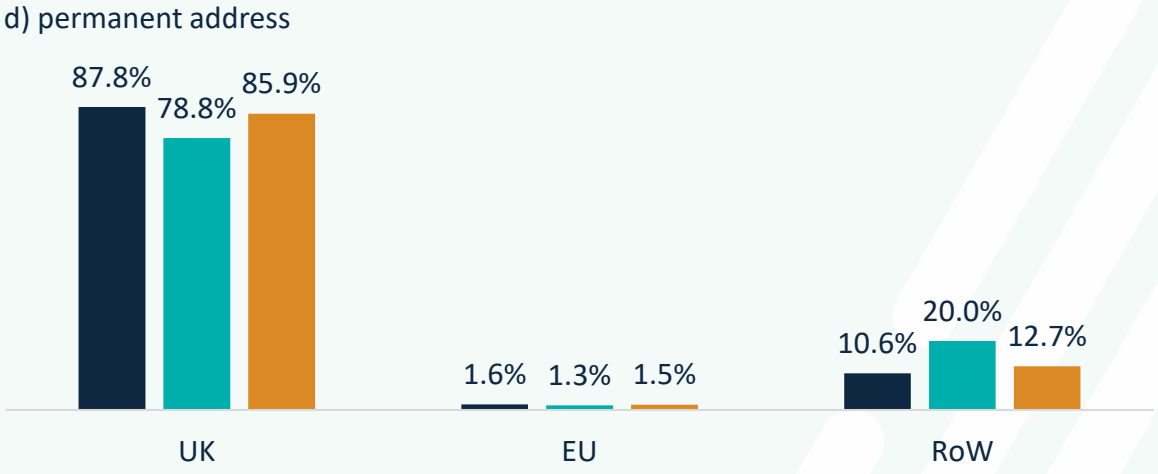
a) gender, disability and parent with higher education qualification



[1] Please see our 'Engineering and tech in Higher Education' report for more details on our methodology and definitions.


Computer games and animation
All engineering and technology
All other subjects combined
b) ethnicity
8.1%
21.2%
14.2%
4.8%
10.7%
9.7%
6.1%
5.7%
5.6%
1.6%
3.4%
2.6%
79.4%
59.0%
67.9%
Asian
Black
Mixed or multiple ethnic group
Other ethnic group
White


c) socioeconomic status (POLAR4)
19.6%
13.2%
14.3%
20.2%
16.0%
16.8%
19.0%
19.3%
19.2%
20.3%
22.7%
22.0%
20.9%
28.8%
27.7%
1
2
3
4
5
Quintile


d) permanent address
87.8%
78.8%
85.9%
1.6%
1.3%
1.5%
10.6%
20.0%
12.7%
UK
EU
RoW

Postgraduate degree entrants

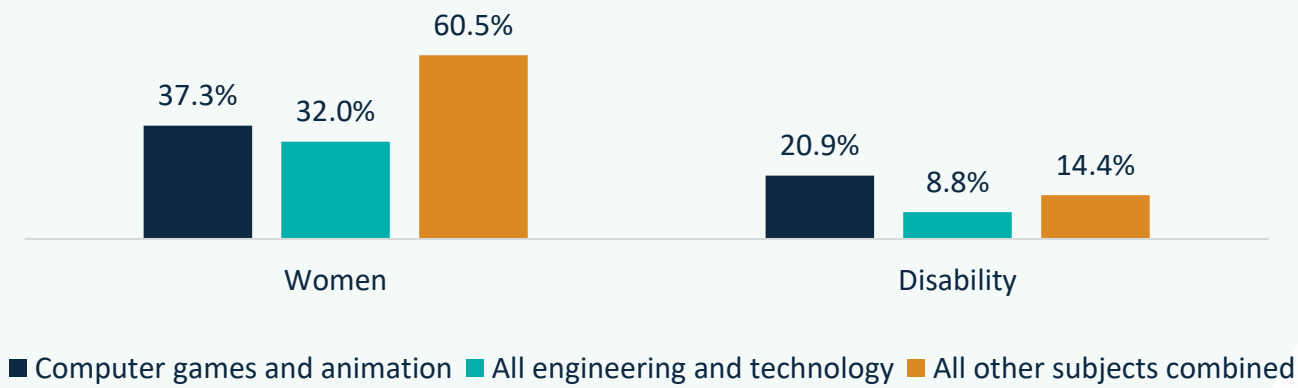
The number of postgraduate entrants increased by 60% since 2019/20, from 725 to 1,155. In 2023/24, computer games and animation was the 17th most popular engineering and technology subject amongst postgraduate entrants. Of these:

- 37.3% were women
- 20.9% had a known disability
- 21.3% were from a UKME group

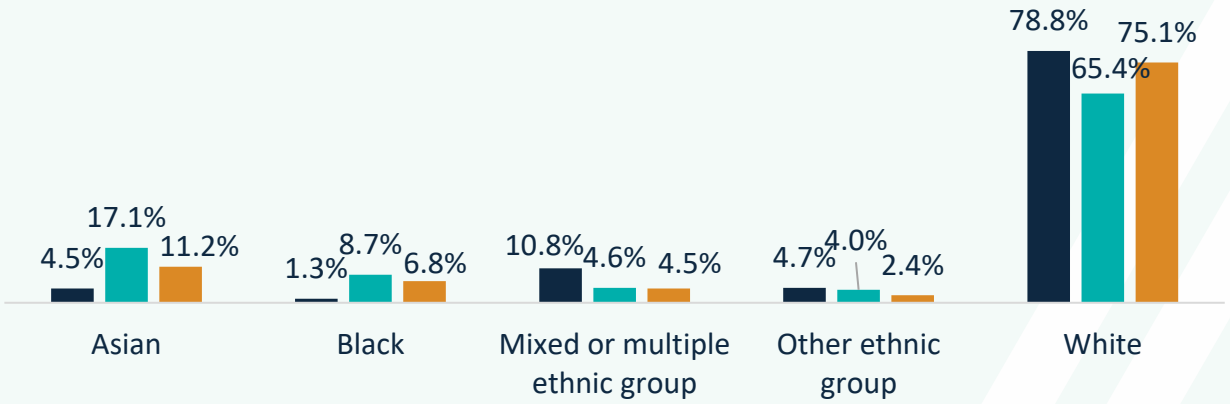
At a postgraduate level, computer games and animation had the highest percentage of Mixed or multiple ethnic group students at 1 in 10 (10.8%). This is compared to an average of 4.6% for all engineering and technology subjects (figure 2).

Figure 2: Characteristic of postgraduate degree entrants

a) gender and disability



b) ethnicity

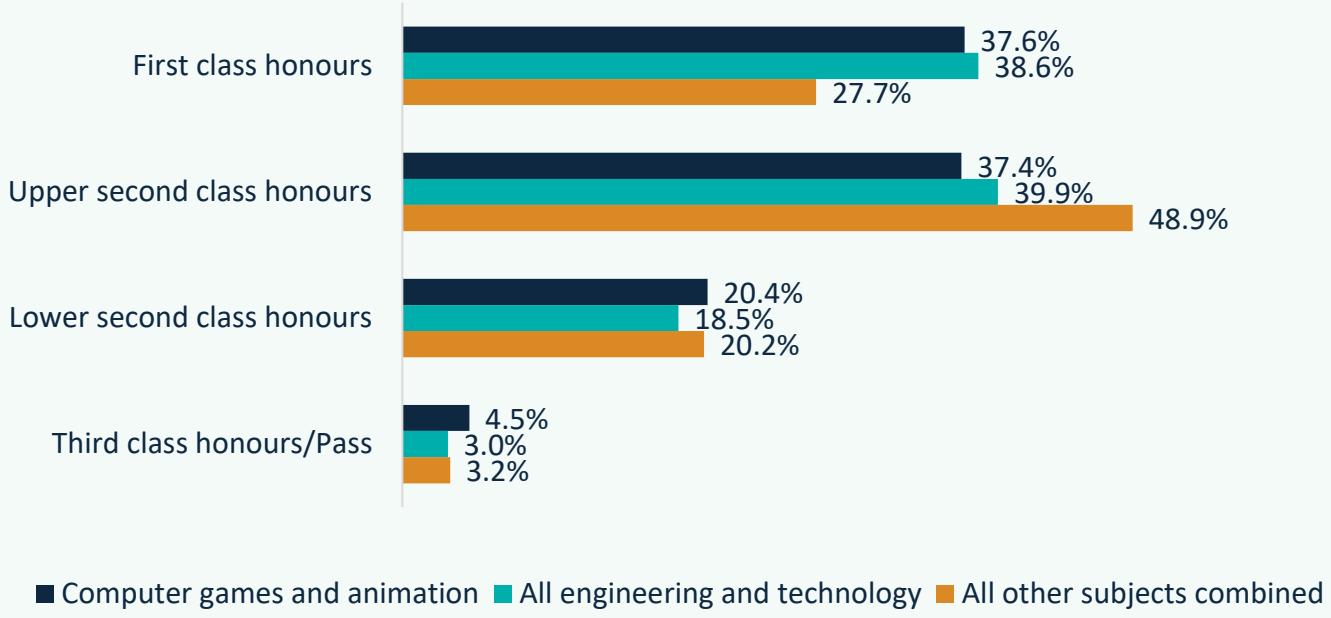


Undergraduate first degree qualifiers

Almost an equal proportion of computer games and animation first degree qualifiers obtained first class honours (37.6%) as an upper second class honour (37.4%). In both cases, this was below the average for all engineering and technology first degree qualifiers and offset by a higher percentage

obtaining a lower second class honours. 1 in 5 achieved a lower second class honours, compared to 18.5% for all other engineering and technology qualifiers (figure 3).

Figure 3: Computer games and animation results, 2023/24



Graduate outcomes

15 months after graduating, just over half of computer games and animation graduates were in employment (55.4%). In addition, 28.5% of these were working in engineering and technology occupations. Both general employment and employment in engineering and technology occupations are below average compared to all engineering and technology subjects (74.7% and 59.7% respectively). 15% of computer games and animation graduates were unemployed and looking for work and nearly a quarter were doing something else (23.6%) (figure 4).

Figure 4: Outcomes for computer games and animation graduates