

Games Development HNC/HND

The HNC in Games Development, awarding body Pearson Educational Ltd. is based at our Cheltenham Campus. The course provides a solid grounding in games design and development.

The course combines theory with practice, providing opportunities to learn industry standard creative computing skills. The course is designed to facilitate students' entry into the industry, support their skills in all aspects of game development and lay a strong foundation for entry onto BA/BSc (Hons) in Game Design and development or further career opportunities and employment within the creative industry sector.

This nationally recognised qualification offers direct progression into our Higher National Diploma Games Development) (HND) following the successful completion of this first year.

The emphasis in teaching on the HNC is to use a mixture of practical and theoretical assignment briefs so that you can develop your chosen skills. Where possible we use 'live' scenarios and topics, including those provided by local businesses. The College offers excellent Computing resources, including our own departmental network and a wide range of professional software and hardware resources.

What will I study?

Individual Project

Creative Media Industry

Professional Practice

Game Development Practices

Games in Context

Game Design

Game Programming

Concept Art Development

Production provide both transferable employability skills and academic study skills

Optional units can include

Principles of User Experience & User Interface Design

Art Development

Principles of Animation

Visual Effects

Motion Graphics

Web & App Game development

Assessment

Modules are assessed with a combination of practical coursework and recorded presentations. The coursework can vary from practical game projects, programming, 3D modelling to written reports.

Entry Requirements

This course requires a minimum tariff of 64 UCAS points from prior learning.

Mature students (over 21) are welcome and encouraged to apply. Any mature applicants that do not meet the UCAS point requirement will be assessed in terms of appropriate experience, knowledge, or industry-based qualifications. We will consider prior learning, life experience and/or work experience but also explore alternative options with you to set you on your path to your goal.

What's Next

Career Paths: The games industry is constantly growing at an ever-accelerated rate, year on year the need for talent developers is a thirst that is never satiated. This course is designed to set you up with the professional, creative, and technical skills to land your ideal job within the industry with a professional portfolio of achievements to match.

Your Options

	Start Date	End Date	Course Level
Games Development HNC/HND (Full Time)			
Cheltenham	20/09/22	01/07/23	4
Games Development HNC/HND (Full Time)			
Cheltenham	20/09/22	30/06/24	5