

Digital Computer Games Design and Development

Ideal if: You have a passion for games, media and technology. Game design is where the technical intersects the creative. You will discover how video games are designed, programmed, developed and tested.

You'll learn: Key technical and professional skills that will open paths into the creative industries and higher education. The latest software technologies that enable creative software development such as Unreal Engine 4, Unity 3D, Blender 3D, Photoshop and more. Over the duration of the course you will use the software mentioned above to develop skills such as software programming, 3D modelling, 2D concept art creation, 2D/3D animation, story and script writing, sound design, source control (GitHub), special FX and more.

Alongside the development of technical skills you will also develop key interpersonal and professional skills such as effective communication, delivery of presentations, powerful research skills, team work and collaboration skills, project management techniques and understanding the latest market trends in the games industry.

Expect to: Dive straight into learning and using the advanced software and techniques used to design and create next-gen video games. Strong links with industry means that learners will be working on creative projects based on specified real world problems with feedback from industry experts.

You'll love: Designing and developing your own game projects from scratch in our well-equipped lab using industry standard gaming hardware and software supported by expert staff.

The course will provide you with the skills and knowledge you need to progress into a career in games design or a related course in higher education. We aim to prepare you to become a successful professional in the industry with a portfolio to match.

All learners will have the opportunity to work towards GCSE maths or Maths in Context (Core Maths).

Entry Requirements

A minimum of four GCSEs at grades A*-C or 4 and above, including both maths and English. Or a minimum of five GCSEs at grades A*-C including maths or English. Or an equivalent level 2 qualification in a relevant subject.

What's Next

Future career option such as Games Designer, Programmer, Developer and 3D Modelling Artist



Your Options

	Start Date	End Date	Course Level
Digital Computer Games Design and Development (Full Time)			
Forest of Dean	08/09/22	30/06/24	3
Digital Computer Games Design and Development (Full Time)			
Gloucester	08/09/22	30/06/24	3