

Creative Media Production (Games Development) (RQF) Pearson BTEC Level 5 HND

Study Mode: Full Time | Course Level: 5

Is this course right for me?

The games industry is the most rapidly-expanding sector of the UK creative industries. As a result it is now a multi-billion pound industry that offers many opportunities. On our Higher National Diploma (HND) in Creative Media Production (Games Design) you can build on your current knowledge and skills and continue the progress into your dream career. This programme allows learners to further develop skills in game design and development both from a creative and a technical perspective. There are strong links to theories and practice which will allow learners to develop industry skills required by this sector.

The programme offers a balance of creative practice and technical disciplines ranging from concept art to level design and 3D environment creation. You will gain a thorough insight into how the game industry is structured and how it works. The programme has been developed by a group of qualified and vocationally experienced tutors who have worked in the creative sector. With close links to the games industry, learners will also have the opportunity to communicate with industry professionals by means of guest lectures and practical work experience with games design companies.

HNDs are designed to give you the practical, vocational skills of a particular field of work which can then lead straight to a career. You can also use the qualifications to progress within your current career, for example as a stepping stone to gaining professional status. Once you complete your course, HNDs can allow entry into the second or third year of a degree.

Entry Requirements

To access this course you are required to:

- Have two A Levels OR
- Have a BTEC / UAL Level 3 extended diploma in a relevant subject
- Attend an interview and provide examples of your work to demonstrate your interest in the subject and your suitability for the course - digital work can be brought to the interview on a USB stick

What will I learn?

During this course you will study:

- Computer games design and development
- 3D modelling and animation
- 3D environment and level creation
- Virtual reality
- Digital image creation and development
- Human computer interaction (user interface design)

- Story and character development
- Concept art
- Visual programming for games

What skills will I gain?

By studying this course you will:

- Gain skills that are useful in both the games development industry and other software careers
- Gain a nationally recognised qualification which in turn will provide you with transferable knowledge and skills that cover many disciplines within the game design and creative media industries
- You will also have the opportunity to take part in a period of work experience with industry contacts

How will I be assessed?

This is an assignment based course so there are no exams. You will be continually assessed throughout the programme.

What can I do next?

The skills you will learn from this course will enable you to:

- Progress to the third year of the BSc (Hons) Games Design at the University of Wolverhampton and complete a 'top up' course which will lead to the full degree
- Pursue a career in games programming and development, games animation, games production, concept art, marketing, games level design, graphic design or web development.

Delivery

Location: Paget Road Campus

Start Date: 04/09/2023

Day:

Time:

Course Fee: £5500

Course Code: Q1567

Study Mode: Full Time

Apply online: www.wolvcoll.ac.uk/apply