

UAL Level 2 Award and Diploma in Creative Media Production and Technology (Games Design)

Study Mode: Full Time

Is this course right for me?

Video and mobile gaming is the fastest growing creative industry worldwide. On our one year full-time UAL Level 2 Award and Diploma in Creative Media Production and Technology (Games Design), which is one of the only Level 2 games courses in the region, you will learn about the key elements of games development and gain insight into the industry you want to be part of.

You will learn how to develop your skills in game concept art, 3D asset modelling and games level design in Unreal Engine 5. By the end of the course you will be able to create stunning 3D assets which will be textured, imported within your game levels as well as having produced the concept art for all your designs. In addition you will understand the underlying need for narrative and storytelling in games design and be taught how to present your work professionally leading to an industry ready portfolio!

All your tutors are active within the industry and have a wealth of knowledge and experience to call upon enabling you the best opportunity to progress in your chosen career.

As part of the National Skills Academy for Creative and Culture we pride ourselves as being at the forefront of education and training for the ever changing games industry. Linking with Universities, local and wider national games companies where there will be opportunities for guest speakers, on site visits, taster days and life briefs.

Our creative arts courses have been named the best in the country and earned the college a prestigious national award. We have been named Training Provider of the Year at the Creative and Cultural Skills Awards 2019! Our creative arts department is forward thinking, innovative, committed and that's why we have been nationally recognised.

City of Wolverhampton College is an approved centre for UAL Awarding Body Level 2 Award and Diploma in Creative Media Production and Technology (Games Design).

Entry Requirements

For external applicants:

To access this course, you are required to:

- Have four or more GCSEs at Grade D/3 or above
- Attend an interview and provide examples of your work to demonstrate your suitability for the course
- Demonstrate how you have previously had good attendance and punctuality and a good attitude to learning

For internal progression learners (already studying with us):

Learners must be able to demonstrate that they:

- Have successfully completed a relevant course that naturally progresses onto this programme, achieving a good standard
- Have improved their English and maths grades since enrolment
- Have maintained good attendance and punctuality
- Show a consistently positive attitude to learning

What will I learn?

During this course you will study:

- 2D/3D games concept art (traditional & digital)
- Game audio development
- Game story & narrative development
- 3D Games asset modelling (Blender)
- Games level & environmental design (Unreal Engine)
- Games industry

What skills will I gain?

By studying this course you will:

- Be part of a programme of study that has excellent pass rates
- Be taught by our enthusiastic, experienced and talented games lecturing team
- Work on briefs set by actual games companies
- Have the opportunity to use a wide range industry software and equipment
- Apply techniques to research, develop and design concepts which will then be applied to your game design projects
- Hear from industry professionals
- Improve your knowledge of what games industry opportunities are available
- Gain valuable team working and communication skills (CORE)
- Improve your employability skills
- Build a games art portfolio

How will I be assessed?

The course is project/assignment based and there are no exams. You will be continually assessed throughout the course and the year will culminate with a 'Final Major Project' (FMP) which will be graded as a pass, merit or distinction.

What can I do next?

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

- Progress on to our UAL Level 3 Diploma and Extended Diploma in Creative Media Production and Technology (Games Design) where you will build on your L2 knowledge preparing you for the world of work or HE.

Delivery

Location: City Learning Quarter

Start Date: 07/09/2026

Day:

Time:

Course Fee:

Course Code: CP0103

Study Mode: Full Time

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