

UAL Level 3 Diploma and Extended 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. We have the course to start you on the first steps to your games career. On our full-time UAL Level 3 Diploma and Extended Diploma in Creative Media Production and Technology (Games Design), one of only a few 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 begin your first year of study and then once successfully completed you will progress to your second year, which is equivalent to three A Levels. This is a practical, work-related course and you will learn by completing projects and assignments that are based on realistic workplace situations, activities and demands. As well as learning about the employment area you have chosen, you will develop the skills you need to start your career.

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. You will also develop your skills in game audio and sound effects for your games levels. 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!

You will also develop an understanding of the requirements of progression whether that be starting out in the industry or preparing yourself for HE.

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 3 Diploma and Extended 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 C / 4 or above (ideally including English and maths)*
- Attend an interview and provide examples of your own work to demonstrate your suitability for the course
- Demonstrate how you have previously had good attendance and punctuality and a good attitude to learning

*If you do not have a Grade C/4 in English and maths, you will attend lessons to achieve these qualifications alongside your Level 3 qualification

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)
- UV Unwrapping
- Games level & environmental design (Unreal Engine)
- 2D/3D Character animation
- 3D Painting and Texturing (Adobe Substance Painter)
- Games industry
- Further education progression

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 in a final project 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:

- Pursue a career in your chosen specific area of games design and development
- Progress to a HE course

Delivery

Location: City Learning Quarter

Start Date: 07/09/2026

Day:

Time:

Course Fee:

Course Code: CP0011

Study Mode: Full Time

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