

BTEC GAMES DESIGN & DEVELOPMENT

COURSE GUIDE 2018

Rather than trying to
recreate something or go
over the same old ground.
Create new things.

KOJI KONDO

BTEC DIGITAL GAMES DESIGN & DEVELOPMENT

Exam Board PEARSON



Meet the Tutor

Peter Frost
Head of Creative Arts Faculty
Head of Graphic Design

What is Digital Games Design & Development?

This exciting and challenging course has been designed in consultation with employers to teach you how to make digital games and animations, from initial concept to design, development and programming. You will develop the technical skills and knowledge to work within an ever changing and vibrant industry. Through completing a range of modules you will understand the visual language of computer games and interactivity, and develop the skills to turn your concepts into a reality.

What will the course involve?

This qualification is designed to give learners a technical understanding of the digital games industry. Learners develop digital games through practical projects in areas such as game engine scripting, 2D and 3D animation, 3D environments and coding for web based games.

It is aimed at learners looking to progress to employment in this sector.

What would I study the course with?

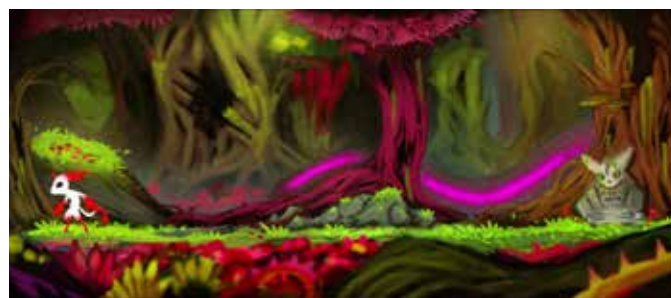
The qualification is for post-16 learners and is intended as a two-year programme of study, normally in conjunction with one or more qualifications at Level 3. We recommend that you take 3D design to enhance your model making skills. You might also consider Maths and an EPQ as completion of this programme of study can lead to the awarding of a Technical Baccalaureate.

What will the course lead to?

The majority of jobs within this industry are at graduate level and learners are advised to apply for a degree in Games Design and Development (or related degree) to further develop their skills or apply for traineeships.

What are the entry requirements for this course?

You will need **grade 4 in GCSE Mathematics and English Language.**



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