



Games, Animation and VFX Skills Extended Diploma - CA301

Since 2020, the Games industry has made well over £21 billion in the UK alone, and continues to grow with over 2,000 active games companies based all over the UK. The Extended Diploma in Games, Animation and VFX Skills will help to equip you with the skills, theory and practical knowledge on how to take a game, animation idea or VFX project from initial concepts through the creative pipeline to a completed project. This course is suitable for anyone wanting a career in the games, animation or VFX industries.

COURSE DETAILS

This course is intended for students who want to progress to a career in the games, animation or VFX industries, with content such as the following:

YEAR 1

- Art Fundamentals for the Games, Animation and VFX Industries
- Core Principles of Games Design
- Fundamental Animation Skills for the Games, Animation and VFX Industries
- Fundamental Product Programming Skills
- Maths and Logic Fundamentals for the Games, Animation and VFX Industries
- 3D Tools: Creative and Technical 3D Modelling

YEAR 2

- Emerging Technologies/Trends in the Games, Animation and VFX Industries
- Story/Playboarding
- Working in the Games, Animation and VFX Industries

This qualification is supported by the following companies: Blue Zoo Animation, Creative Assembly, Double Negative, Framestore, Imaginarium, Microsoft, MPC and Sony Interactive Entertainment Europe

ENTRY GUIDELINES

Level 3 courses are usually 2 years in length. You will need 4 GCSE's at Grade 4 or above. One of the 4 GCSE's to be Maths at Grade 4 or above (or functional skill level 2) to study at this level. If you have a level 2 qualification in the subject you want to study and a maths or English GCSE at Grade 4 (or functional skill level 2) you can study at this level. Entry requirements for Level 3 courses in some sectors may be more specific. If you're unsure whether you meet these requirements, don't worry — we can help you find a suitable course that aligns with your skills and experience. If English is not your first language, you may need an assessment before enrolling on this course. To discuss further, please contact the ESOL department on 0151 551 7144.

EQUIPMENT REQUIRED

ASSESSMENT METHOD

All assignments are marked and verified internally except for 2 mandatory exams (Core Principles in year 1, Case Study in year 2), which are marked externally.

ADDITIONAL INFORMATION

Are you aged 16-18?

Study programmes are full-time courses for 16-18 year olds which include:

- A qualification such as BTEC Extended Diploma
- Meaningful work experience or preparation for work
- English and maths, if you don't already have GCSE grade A*-C in English and maths (grade 4 and above)

- Non-study activities such as tutorials, voluntary work, fund-raising/charity work, sport or trips.

WHERE CAN I PROGRESS TO?

Explore potential careers via [Career Match](#) — it provides current local data on wages and employment prospects.

WHEN DOES THIS COURSE RUN?

CAMPUS	ATTENDANCE	COURSE CODE	PLANNED TIME TABLE
	Full Time	CA301-25	

If you are aged 16-18:

This study programme will be FREE for most students who are aged 16-18 on 31 August, or students aged 19-24 with an Education, Health & Care Plan.

If you are aged 19 or over:

Fee : £7395.00

The fee quoted is for the academic year 25/26.

For advice and guidance, please contact Student Services via our [online enquiry form](#)

This information was current on 14th September, 2025 and may be subject to change.