



## Games Design - P125

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

Relevant Level 2 qualification or minimum of 4 GCSEs at Grade 9-4/A\*-C.

Grade 4 or above in GCSE Maths.

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. For 16-18 Study Programmes only: This is a Study Programme for students aged 16-18 years of age.

## EQUIPMENT REQUIRED

## ASSESSMENT METHOD

The course features a mixture of both externally and internally set and assessed units, with one exam per year of the qualification: Core Principles exam (1st year) and Case Study exam (2nd year). All of the units and exams are mandatory to achieve the qualification as there are no optional units. Many of the assessments will feature a mixture of written and practical/digital work as part of an Asset Development Portfolio, which is subject to internal marking and external verification. Assessed units and the overall qualification grade are given as Pass, Merit or Distinction.

## 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	STARTS	ATTENDANCE	COURSE CODE	PLANNED TIME TABLE
	05th Sep 2024	Full Time	P125Q001	
<p><b>If you are aged 16-18:</b></p> <p>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 &amp; Care Plan.</p> <p><b>If you are aged 19 or over:</b></p>				

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

This information was current on 09th May, 2024 and may be subject to change.