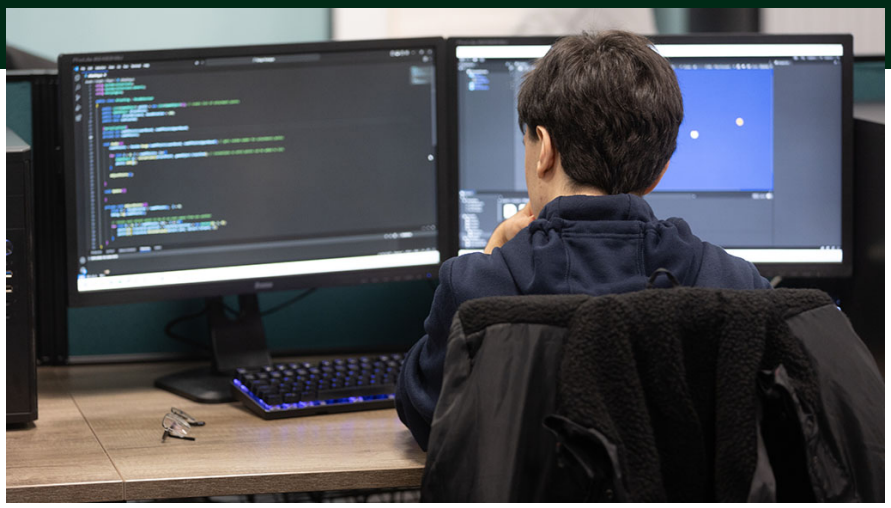
WAKEFIELD COLLEGE COURSE INFORMATION:

BA (Hons) Indie Games Development (Top-Up)

DIGITAL INDUSTRIES

Wakefield College

Subject to Validation



START DATE
September 2027

LEVEL
Level 6

STUDY MODE
Full-time

DURATION
1 year

AWARDING BODY
University of Hull

LOCATION
Wakefield College

For further information about this course, including Entry Requirements, Assessments and Further Study, scan the QR code.

Course Overview

The casual game market is booming. With the rise of mobile devices and next-gen consoles, there are more opportunities than ever for indie game developers to get their games in front of players.

BA Hons Indie Game Development (Top-Up) is a program that will allow you to explore all elements of game creation and publishing as you develop skills that will give you opportunities to enter the Games Industry either through employment or business creation.

In this program, you will:

- Learn how to market a video game product
- Develop business skills that will allow you to create you own business
- Create games for the ever growing games market
- Collaborate with other students to create your own games
- Get feedback from experienced game developers
- Build a portfolio of games that you can use to showcase your skills to potential employers

The course is built around a series of practical assignments, which encourage you to investigate the tasks and processes of independent game development. You'll develop the knowledge to undertake these assignments through a mixture of lectures, workshops, seminars, and self-study activities. As well as your regular timetable, you'll be expected to undertake at least an equivalent amount of self-study, which can be done either at the University Centre; at home; or a combination of both.

What You Will Study

BA Hons Indie Game Development (Top-Up) is a comprehensive program that will teach you everything you need to know to create and publish your own games. You will build on your existing knowledge of video game creation to further develop your skills to an industry ready standard.

Modules include:

- Game Marketing
- Game Company
- Personal Major Project
- Portfolio Development

Need More Information?

For additional course information please contact the Course Information Team on **01924 789111** or email **courseinfo@heartofyorkshire.ac.uk**.

To learn more about Wakefield College, our facilities and how we can support you please visit our website **www.heartofyorkshire.ac.uk**.

Quick Links

How to Apply

Student Support

Virtual Tours

Wakefield College

- Group Based Major Project

By the end of the program, you'll have the skills and experience you need to succeed as an indie game developer. You'll be able to create your own games, work on a team to create games, and have the ability to get your games published.

If you're passionate about games and want to make a career in the industry, the BA Indie Game Development (Top-Up) is the program for you.

Attendance Expectations

The course runs 14 hours a week over two consecutive days. The timetable has been designed to recreate a professional working day, minimise the amount of travelling and to maximise your time in College.

How You Will Be Assessed

You'll be assessed using a variety of methods including presentations and practical projects, which will give you the opportunity to design and develop your own video games.

Academic support is integrated into the course structure, with additional online and library based resources.

Entry Requirements

Merit average at HND or 55% in a relevant Foundation Degree.

GCSEs at Grade 9-4 in GCSE English and Maths.

Applications from mature students with relevant professional/life experience are welcome.

You will need to demonstrate strong IT and communication skills, as well as a range of personal qualities including motivation and an interest in games design.

Non-traditional Entrants do not need the same entry qualifications as college or sixth form students, although previous study of a Creative and Digital subject is beneficial. An English and Maths qualification (GCSE Grade C/4 and above) is essential.

Applications are encouraged if you have other qualifications, appropriate work experience, or can demonstrate sufficient aptitude and motivation to succeed on the course. You may be eligible via our Accredited Prior Learning (APL) process for accreditation towards this programme. You will be required to attend a portfolio interview [see below].

Applicants will be invited to demonstrate their portfolio during the interview and to discuss its contents. Ideally it will contain game design or development work, but could also include graphic design, media or traditional art work. The process will be used to assess the applicant's aptitude for the creative and technical demands of the programme. Samples of the applicant's own essays, reports and/or evaluations are also desirable to assess their academic abilities. If an applicant does not have a portfolio of work, a creative and digital project can be set to help them. In some circumstances, additional attendance at a summer school may also be required.

Fee Information

£7620

Further Study

The course is recognised as a qualification in its own right or can be combined with a top-up degree to obtain a full honours degree.

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