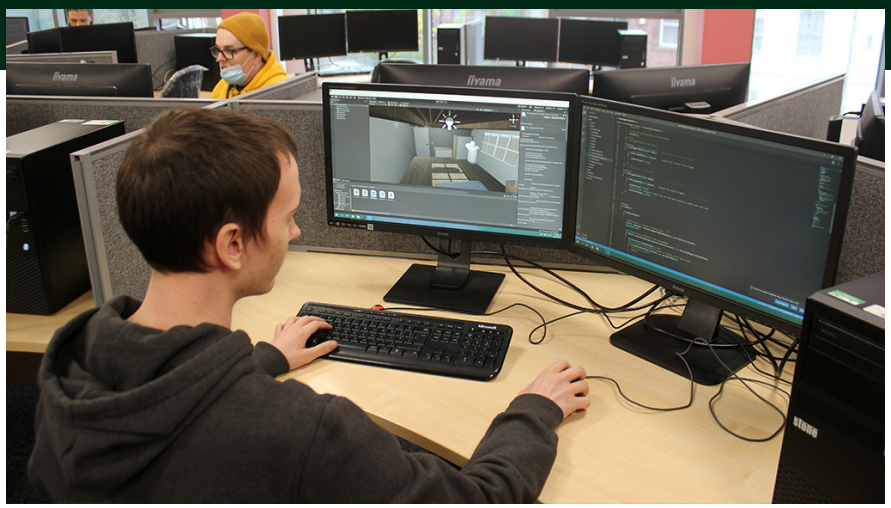
WAKEFIELD COLLEGE COURSE INFORMATION:

FdA Indie Games Development

DIGITAL INDUSTRIES



START DATE
September 2027

LEVEL
Level 5

STUDY MODE
Full-time

DURATION
2 years

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.

FdA Indie Games Development is a program that will teach you everything you need to know to create and publish your own games. From ideation to launch, you'll learn the skills and techniques you need to succeed in the games industry.

In this program, you'll:

- Learn the fundamentals of game design, development, and production
- Work with industry-standard tools and technologies
- 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

If you're passionate about games and want to make a career in the industry, FdA Indie Games Development is the program for you. Apply today and start your journey to becoming a successful indie game developer.

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

FdA Indie Games Development is a comprehensive program that will teach you everything you need to know to create and publish your own games. You'll learn the fundamentals of game design, development, and production, and you'll have the opportunity to work with industry-standard tools and technologies.

In Year 1, you'll focus on the following modules:

- Game Design 1
- Game Programming
- Games Industry Analysis
- User Experience Design
- Asset Creation

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

- Game Prototyping

In Year 2, you'll focus on the following modules:

- Game Production 1
- Game Production 2
- Game Design 2
- User Experience Creation
- Learning Contracts
- Post Production

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 know how to get your games published.

If you're passionate about games and want to make a career in the industry, FdA Indie Games Development is the program for you.

Attendance Expectations

The course runs 14 hours a week over two consecutive days.

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

College or Sixth Form Students should typically have a minimum of 64 UCAS Tariff Points.

GCSEs at Grade 9-4 in English and Maths is essential.

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 at Level 3 (A Levels, Edexcel BTEC Level 3 Diploma or similar) would be an advantage. GCSEs at Grade 9-4 in English and Maths 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 (per year)

Further Study

Progression to BA (Hons) Indie Games Development (Top-Up), which can be studied at Wakefield College.

Wakefield College