

Level 3 Creative Practice: Art, Design & Communication (Game Development)

**START DATE**

September

LEVEL

Level 3

STUDY MODE

Full-time

DURATION

2 years

AWARDING BODY

UAL (University of Arts London)

LOCATION

Selby College



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

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 Selby College, our facilities and how we can support you please visit our website **www.heartofyorkshire.ac.uk**.

Quick Links



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Course Overview

Ready to Bring Your Game Ideas to Life and Share Them with the World?

Stop just playing and start creating! This course is your deep dive into the exciting world of game development, equipping you with the essential skills to transform your concepts into playable realities and get them ready for launch.

You'll immerse yourself in the core of game creation, mastering the art of game design to craft engaging player experiences and harnessing the power of programming to bring your game mechanics to life. While you'll gain foundational knowledge in visual design to ensure a polished look, our primary focus is on the nuts and bolts of building compelling games and understanding the pathways to publishing them.

Imagine designing intricate game systems, developing functional prototypes, and then understanding the process of taking your finished product to different platforms. You'll explore various publishing avenues and learn the essential steps involved in releasing your game to an eager audience.

Our team of experienced industry professionals lives and breathes game development and understands the intricacies of getting games out there. They're passionate about guiding you through the creation process and demystifying the world of game publishing, empowering you to share your creations with players.

Here's what awaits you on this course:

- Learn from experienced industry professionals
- Work on real-world projects
- Gain the skills and experience you need to succeed in the industry
- Build a portfolio of work that you can use to showcase your skills to potential employers
- Network with other students and professionals in the industry
- Don't miss this opportunity to learn from the best and launch your career in the games industry

Here's a glimpse at the skills you'll master:

- Game Design: Conceptualize and structure engaging and playable game experiences.

- **Programming:** Learn the coding languages that power your game mechanics and systems.
- **Essential Art Principles:** Gain the foundational knowledge of visual design needed for a polished final product.
- **Game Publishing Fundamentals:** Explore platform options, submission processes, and basic considerations for releasing your game.

Through our engaging physical and digital workshops, you'll be actively involved in "learning by doing" using industry-standard software and techniques. You'll not only build functional games but also gain a practical understanding of the steps involved in getting them ready for potential release.

By the end of this course, you could have a portfolio brimming with your own working game projects and a solid understanding of the game publishing landscape. You'll also gain valuable insights into the inner workings of the games industry, understand player interaction from a development perspective, and explore the nuances of different game platforms. Plus, benefit from guest speakers who specialise in various aspects of game development and publishing.

Ready to see your game ideas go from concept to potentially published reality? Let's build your games and pave the way for them to reach players!

What You Will Study

In this course, you'll create a series of game projects that will develop your skills in game design, programming, art, and animation. You'll also have the opportunity to explore the different requirements for successful employment within the games industry.

This course is perfect for anyone who wants to learn the skills they need to launch a career in game development. It's also a great way to supplement your existing skills or to learn new skills that can help you advance in your current career.

How You Will Be Assessed

You will be assessed through assignments and practical project work that count towards your final grade. Your tutor will provide regular feedback and maintain a record of assessment. All student work may be externally verified.

Entry Requirements

4 GCSEs at Grade 9-4, including English and Maths.

OR

4 GCSEs at Grade 9-4 PLUS Level 2 in either English or Maths and Grade 3 or Level 1 in the other.

OR

GCSE English or Maths Grade 4 and Level 1 or Level 2 English or Maths and successful completion of a relevant Level 2 qualification at Merit Grade.

Further Study

On completion with the appropriate pass and English and Maths grades, you can progress through the levels. You could progress onto higher education courses in Computer Games Design or Development, Animation, Digital Graphics, Web Design and Multimedia.