

Creative Media (Game Design)



What is the course about?

Games Design is an exciting and challenging course giving you the opportunity to acquire skills and understanding of games design and construction and to critically engage with a rapidly changing and vibrant industry. Games Design is built on core traditional art and design skills such as pre-production, idea creation through drawing development and research, which then directly informs the 2D/3D digital content creation of the computer gaming assets and environment.

What type of study skills are used in this course?

The programme includes learning skills that students need to enter employment. There will also be opportunities for learners to develop a range of techniques, personal qualities and attitudes essential for successful performance in working life.

How will I be assessed?

Students will be assessed through coursework tasks that will run throughout the 2 years of the course.

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What special opportunities are there on this course?

Students will get the opportunity to use bespoke software and to participate in industry visits.

What could I go on to study after this course?

Successful completion of Games Design can lead to a variety of successful degree pathway options such as games design, computer animation SFX, architectural/product pre-visualisation.

What career might this course lead to?

This course and further study is designed to provide an educational foundation for a range of careers in the games, multimedia, media or creative arts industries.

Further Information

Student should visit this website for more information of the skill set required for jobs in this industry: http://creativeskillset.org/job_roles_and_stories/job_roles/331_game_designer

