UAL LEVEL 3 EXTENDED DIPLOMA IN CREATIVE PRACTICE: ART, DESIGN & COMMUNICATION (GAME DESIGN)

The Level 3 Extended Diploma in Games Development will provide a comprehensive range of industry skills and software packages, taught over a period of two years, to give you the chance to kick start your career in the games industry.

Level 3 · Extended Diploma · Penwith College

TOP COURSE HIGHLIGHTS

INDUSTRY ALIGNED SOFTWARE | EXPERIENCED TUTORS | HIGH-END WORKSTATIONS | NATIONAL COMPETITIONS

GAME LABS

You will be taught a in range of dedicated games development suites, with an array of high-end workstations and equipment. Alongside these you can utilise our range of VR headsets to develop new and exciting products in virtual reality.

INDUSTRY ALIGNED PRODUCTS

Throughout the course you will be taught a large array of industry aligned software in huge range of skills from 3D Modelling, animation, texturing and Code development for games.

EXTERNAL CLIENT PROJECTS

We work with a range of external industry clients to help build your confidence and skills needed to excel both in higher education but also into the professional workplace. They will provide you with seminars, workshops and feedback sessions to help you develop your critical eye.

WHY CHOOSE THIS COURSE?

This course bridges the gap between the needs of the UK's rapidly growing Visual Effects and Games industries, and the skills taught to creative students before they go to university. The diploma will provide a Level 3 qualification, which is equivalent to three A Levels. Over two years, students will build extensive portfolios relevant to industry needs, in preparation for either working in these sectors or as a progression to higher education or higher Apprenticeships. The limits of what can be produced are only defined by your ability and effort, and Penwith College Games have a rich history of publishing games and winning national awards for our work.

WHAT WILL I LEARN?

The course is split over two years and in each year, you will cover two skills building modules and then a Final Major Project. **Year 1 Unit 1** This will provide you with an introduction to a range of processes and skills used in creative game design sector and to the characteristics and methods of communication and research techniques associated with the theoretical backdrop to games creation. Will provide you with an introduction to the diversity of roles, responsibilities, employment and progression opportunities available within the sector. It will also develop your understanding of the

games, animation and VFX industry, how it works and the personal and professional characteristics needed for a career in creative media production. It will also provide you with an introduction to the investigation of both historical and contemporary context. Through a thematic approach to the subject you will research a broad range of perspectives that influence the development of ideas within creative media production. **Unit 2** You will understand how to design, develop, test and debug computer programs, understand different programming paradigms, understand how to read input from the user and output a result, be able to use control statements to design algorithms, be able to use different types of variables to design data structures and be able to write readable and maintainable code. This unit will also allow you to develop a significant range of technical, creative, visual skills and workflows associated with cutting edge contemporary game design. You will skills from the fundamentals of visual art and art theory, life drawing and concept art right through to complex 3D modelling, VFX compositing and character animation. Aimed at allowing you to create as much visual content through a range of industry standard software packages, this unit forms the back bone of the games diploma at Penwith.

WHERE WILL IT TAKE ME?

The UAL Diploma has been specifically designed to offer you the perfect bridge to Higher Education studies which universities and industry partners are looking for. Upon completion of the course, you would have the skills necessary to progress onto many creative industry institutions across the UK. You will have the skills to create a range of products suitable to a variety of employment industries such as Indie Game Development, Advertising, Architectural Visualisation, and Product Development.

ENTRY REQUIREMENTS

The basic requirement is four GCSEs at grade 4 to include English Language or Literature at grade 4 and mathematics at grade 5 is preferred but 4 is a minimum.

IMPORTANT

Course information can change. Please use the QR code below for the current assessment arrangements, entry requirements and start dates.

FOR THE LATEST COURSE INFORMATION

Scan for assessment arrangements, learner support, confirmed start dates and how to apply.