

Games Development (Extended Diploma)



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| Subject Area | Digital |
| Course Type | School Leavers |
| Study Level | Level 3 |
| Delivery Mode | Full-time |
| Location | David Hockney Building |
| Duration | 2 Academic Years |
| Start Date | September 2025 |
| Course Code | PA000021 |

Course Summary

The games sector is a dynamic, growing and rewarding sector. The UK's games industries as a whole are worth over £4 billion per year to the UK economy. Working in games development might involve researching audiences and generating new ideas for programmes and products; being involved in the production of media products, for example recording sound, filming and creating assets; working in post-production editing digital footage or creating animated sequences. Job roles can also involve testing and debugging new games. These creative industries are linked by the need to inform, entertain and engage audiences.

What You Will Learn

Students will develop knowledge of games development in the game industry and will learn to utilise a range of software including 2D and 3D games engines. We have the latest Core i9 state of the art Gaming PC's and classrooms equipped to host both the

games and Esports courses. students will be given an opportunity to attend the Yorkshire Games Festival.

This qualification gives learners the opportunity to develop their technical creative media skills over their course of study, through a process of critical evaluation, practice and review, which are key skills for progression to Higher Education. The qualification also supports learners in becoming confident in taking ownership of and responsibility for their projects.

Modules

The course will be delivered over 2 years, each year students will take part in 2 projects over the duration of the course, these are broken down into 4 modules.

Year 1:

- A Exploring and Developing Creative Media Skills
- A1 Skills Development
- A2 Creative Project

Year 2:

- B Advancing Creative Practice
- B1 Personal Progression
- B2 Creative Industry Response

Entry Requirements

Entry to this course requires 4 GCSEs at grade 4 or C, including GCSE English and Maths
Or
Level 2 ICT as well as GCSE English and Maths at grade 3D.

English and/or Maths will be included in your timetable if you have not achieved a GCSE at grade 4 or above in these subjects when you start your course.

Progression

Successful completion of this course can lead to progression to further study and employment in the IT industry.

Disclaimer: Our prospectus, college documents and website are simply here to offer a guide. We accept no liability for any inaccurate statements and are not responsible for any negative outcomes if you rely on an inaccurate statement. We reserve the right to withdraw any programmes or service at any time.