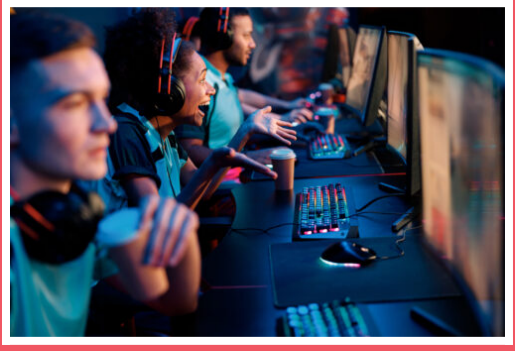
Working together to transform lives

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Games Development



Subject Area	Digital
Course Type	School Leavers
Study Level	Level 2
Delivery Mode	Full-time
Duration	1 Academic Year
Start Date	September 2027
Course Code	PA000018

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Course Summary

The games sector is a dynamic, growing and rewarding sector. The UK's games industry as a whole is a growing sector, and brings billions of pounds to the UK economy each year. Working in games development involves researching audiences and generating new creative ideas for programmes and products; being involved in the production of media products, for example creating assets, scripting events, and creating original sounds through Foley artistry, working in teams, and learning project management techniques. 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 based on 2D games development including graphic design and using Construct 3. 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 every year to get insight from industry experts.

This qualification gives learners the opportunity to develop their technical games development skills over their course of study, through a process of critical evaluation, practice and review, which are key skills for progression to Level 3 and higher. The qualification also supports learners in becoming confident in taking ownership of and responsibility for their projects.

Modules

The course will be delivered over 1 academic year where you will take part in 2 modules. You will learn a wide array of technical skills and interpersonal skills that will allow you to be a very strong, well-rounded game developer. All skills taught are industry standard and we use the latest technology that studios use, to give you the best start on your journey.

A: Exploring and Developing Creative Media Skills

•A1: Skills Development, this module will introduce all the skills required for creating 2D games. This includes concepting a game, graphic design, level design, interactive design which covers coding principles using visual scripting within Construct 3, and additional sessions on Audio and Project Management.

•A2: Creative Project, this module takes the knowledge you learnt in the previous module and provides you with more creative freedom on the project you create. This allows you to build on your independent skills for development.

Entry Requirements

You should have an interest in the subject and have achieved a minimum of 3 GCSEs at grade 3 or above, including English, Maths at Grade 2 or above.

Progression

Successful completion of this course can lead to progression to Level 3 Games Development, further study or employment in the IT industry.

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