Working together to transform lives

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Games Development (Extended Diploma)



Subject Area	Digital
Course Type	School Leavers
Study Level	Level 3
Delivery Mode	Full-time
Duration	2 Academic Years
Start Date	September 2027
Course Code	PA000021

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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 3D games development including 3D modelling software and Unreal Engine 5. 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 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 project modules per year, for a total of 4 project 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.
Year 1:A: Exploring and Developing Creative Media Skills•A1: Skills Development, this module will introduce all the skills required for creating 3D games. This includes concepting a game, 3D modelling, level design, interactive design which covers coding principles using visual scripting within Unreal Engine 5 (Blueprints), 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.
Year 2:B: Advancing Creative Practice•B1: Personal Progression, this module focuses on your next steps, whatever they may be. The natural progression is to go to university where we help with your UCAS applications and writing your personal statement, but also in creating a CV and portfolio of work that is suitable for the industry. You will also create a portfolio piece specific to the skillset you want to develop.•B2: Creative Industry Response, this module is more commonly referred to as Team Project. You will work in a small team to create a larger game project, utilising your specialist skills to create an accomplished demo. You will learn a lot of communication and teamwork skills within this module.

Entry Requirements

4 GCSE at Grade 4 (at least one 4 in English or maths) If you have a grade 3 in English or Maths, you will be required to retake in Year 1 as part of your timetable.

Progression

Successful completion of this course can lead to progression to further study at university and employment in the video game industry, and even the wider media and IT industry.

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