

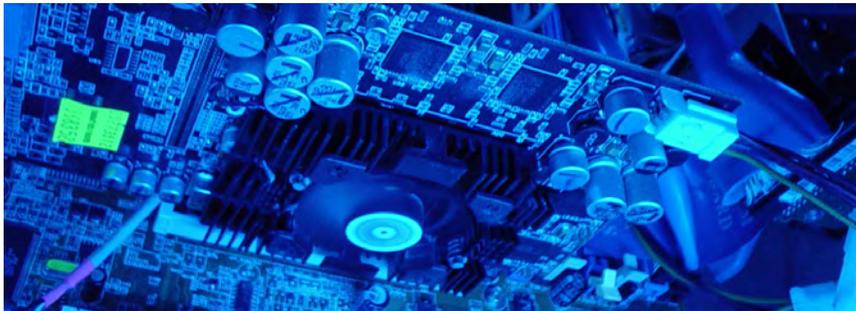
Opportunities

A range of additional opportunities are arranged to enrich your study. This can include visits to local universities to explore progression opportunities. Guest speakers from the games industry will give you an insight into what it is really like to work in this exciting commercial environment. You will also be able to join an educational visit to Eurogamer's EGX Expo in London.

What next?

Most students apply to undergraduate programmes at degree level and receive places from some of the best universities in the UK to further develop their studies and skills in the areas of Gaming, Digital Media, Computer Science, Interactive and Graphic Design etc.

Brighton is home to a vibrant and growing number of games development companies (eg. MediaTonic studios; Relentless; FuturLab). Local contacts help us to understand the needs of employers and offer internships/apprenticeships/employment for those students who prefer to go directly into industry working in similar areas to those mentioned above.



FOR FURTHER INFORMATION OR HELP CONTACT:

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Don't just play games
learn how to make them!

Computer Games Development

BTEC Level 3 National Extended Certificate in Digital Games Production



BTEC Level 3 National Certificate in Digital Games Production (2 years)

Would you like a challenging career in the games and new media industry? Are you looking to develop valuable IT skills and progress to university? This course gives you practical knowledge in a range of areas and introduces tools and techniques used in the media industry. You will focus on games development but the skills you develop will be applicable to a wide variety of media careers.

The course is ideal if you are hoping to progress onto a university course in gaming, media, graphic design, IT or computer science. It also prepares you for a career in the media industry, letting you experience professional software and methods. You will develop important business skills, such as managing projects and utilising portfolios. Portfolios are essential in the media industry and you will be able to display all your work when you are looking for freelance jobs or professional positions.

The two-year Level 3 course is the equivalent of studying for 1 A level.

Is this course for me?

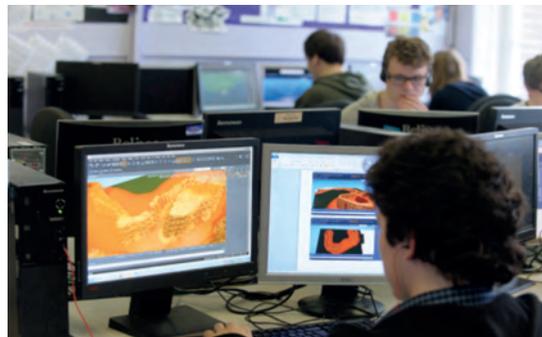
To be successful on this course you need to have not only an enthusiasm for playing games, but more importantly want to create games of your own. Yes, this is going to be a fun course but a dedicated attitude to study is paramount. A desire to know how computer games work and the discipline to learn new skills is needed.

You should have a positive attitude, be creative, have a lively and enquiring mind and a willingness to explore new ideas. You need to have good time management skills and be able to work to targets and deadlines.

This course will help you develop your drawing skills and creative thinking for post-production and production work. It has significant technical content in learning to utilise games engines to create and program your own projects. You are expected to work independently on project work outside of taught class time.

Assessment

This is achieved by continuous assessment through the completion of a series of practical and theoretical projects and assignments. You may achieve at Pass, Merit or Distinction grade. There is one externally marked piece of work.



What you will study?

Year 1

Concept Art for Computer Games:

The focus of this unit is on developing your practical skills in drawing game concept art. You will use a range of formal elements to communicate messages and meanings through conceptual art for games design. A vital part of this is the ability to communicate your vision to other people.



3D Environments:

Most 3D games depend on their environments – a good-looking, immersive game world is where all the action will take place. You will learn about the different tools in a 3D game engine that enable a game world to look really good. You will plan and create graphics to go on models and surfaces in a game environment before planning and building that environment.

Digital Games Production:

Good design is at the heart of all successful games. Good gameplay design is what makes us want to play, along with good coding and good graphics that make the vision a reality and make it look appealing. You will learn about the main features of different types of games and the key elements you need to think about when designing them. You will decide what type of game you want to make and gather the graphics, sounds and other assets to make it. You will create a level design for your game and create it in a game engine, focusing on how your game is designed rather than the graphics or coding.

Year 2

Game Engine Scripting:

Scripting is fundamental to any game. The vision of the game design must be implemented before anybody can actually play the game itself, and the skill of the programmer dictates how far that vision becomes a reality. You will also learn about key concepts in physics for games. You will plan the gameplay and scripting of a game and you will go on to make that game in a game engine.

Digital Media Skills:

You will learn how to work to a client brief relating to Computer Game Production and its associated digital skills. You will demonstrate your creative and technical skills in the production of a complete product. You will demonstrate your understanding of production and post-production activities by working on the skills required to produce the product, and prepare appropriate documentation to support them.