

BTEC Level 3 National Certificate in Digital Games Design and Development

The creative industries

There are over 1900 video games companies in the UK, producing some of the most popular games in the industry, such as Grand Theft Auto V, Batman: Arkham City and Moshi Monsters. These are just a few of the global successes that are proving the UK to be a world leader in the games industry.

Who is this qualification for?

The Pearson BTEC Level 3 Certificate in Digital Games Design and Development is equivalent in size to 1 A Level and is aimed at students looking to progress to employment in this sector, or in other technical fields.

What does this qualification cover?

This study programme is for you if you like to play computer games and would like to learn how to design and develop them yourself. You will develop both 2D and 3D design skills, developing games from concept and practical creation to testing.

During the two year course you will have the opportunity to; use gaming equipment such as Oculus Rift virtual reality headsets; enhance your design skills using packages like Adobe Illustrator, Maya, and Photoshop to design 2D and 3D concept art; use industry standard software like Unity and Unreal Engine; and to develop programming skills in C++ and C# to create 2D and 3D games.

You'll develop programming and design skills when designing gaming levels, characters, buildings and assets.

Course themes:

- Games design and development
- Levels, characters, buildings and assets
- Conceptual art, visual/digital skills
- 2D/3D design, modelling and animation
- 3D character and environment design
- Games audio
- Programming and coding
- Digital skills

You will work together in teams, and also individually, to produce various projects which then leads to a good understanding understand the various roles and responsibilities in the industry – from technical artists to games developers and programmers to games testers – and how these individuals work together to create games. The qualification includes four mandatory units, students learn to write proposals and pitches for a commission, and to develop a games treatment outlining their ideas and concepts, as well as developing their production skills.

Will the qualification lead to employment, if so, in which job role and at which level?

The computer games industry is a growing sector and sales are now higher in the UK than for the video and music industries combined. Therefore, there are increasing opportunities for students to progress to a related course at university, such as Games Design, or onto a relevant apprenticeship.

When studied with other qualifications in the study programme, such as an A Level or BTEC Extended Certificate in a different complementing sector, such as art and design, computer science or mathematics, students can progress to higher education on full degree courses, for example. Students should always check the entry requirements for degree programmes at specific providers.

Contact Mr M Wolff, Curriculum Leader for ICT and Computer Science.