

Course offers and pathways 2016-2017

Computer Games Development

LEVEL 3

ADVANCED

BTEC Extended Diploma in Creative Media Production – Computer Games Development

1 YEAR OF STUDY

Level 3 BTEC 2

Creative Media Production Management
Computer Game Platforms and Technologies
Object Orientated Design for Computer Games

3D Environments
Critical Approaches to Media Products
Computer Game Engines
Computer Game Design
Computer Game Story Development
Human Computer Interfaces

At least 4 C grades at GCSE (including English)

BTEC 90-credit Diploma in Creative Media Production – Computer Games Development

MERIT

1 YEAR OF STUDY

Level 3 BTEC 1

Pre-production techniques for Media Industries
Communication Skills
Understanding the Computer Games Industry
3D Modelling
3D Animation

Drawing Concept Art for Computer Games
Sound for Computer Games
Research Techniques for Media Industries
Working to a Brief in the Creative Media Industries
Digital Graphics for Computer Games