

HND GAMES DESIGN AND DEVELOPMENT LEVEL 5

OVERVIEW

Game Development is one of the fastest growing industries in the world. During this course you will learn how to fully plan, prototype and develop professional quality computerised games, utilising the latest industry standard technology.

The course covers a full overview of the industry and the most up to date practices and technology. Using the latest game engines Unreal engine 4, Unity 5 and 3ds Max and hardware you will learn level design principles and then put them into practice building your own working prototypes. These help to build a portfolio of working examples to demonstrate at interviews to aid progression into the industry or help to gain a university place.

ENTRY REQUIREMENTS

4 GCSE grades a-c including English and Maths.

ASSESSMENT

Practical, essay and course work.

PROFESSIONAL OPPORTUNITIES

HND Games Design, University or employment.

FURTHER INFORMATION

Although game design experience is necessary we would recommend looking at the Unreal Engine which you can download for free.

DATES & FEES

Contact us for current course dates and fees.