

Why you should follow this course?

If you are interested in a career in the games industry or want to study Games Design/Development at University, then this course is extremely helpful. You should also consider this course if you are interested in games and want to study an A Level equivalent qualification with an emphasis on gaining practical skills. Some of the skills we cover are useful in a wide variety of contexts.

The Level 2 Games course is helpful but not essential for this course.

What teaching and learning methods will be used?

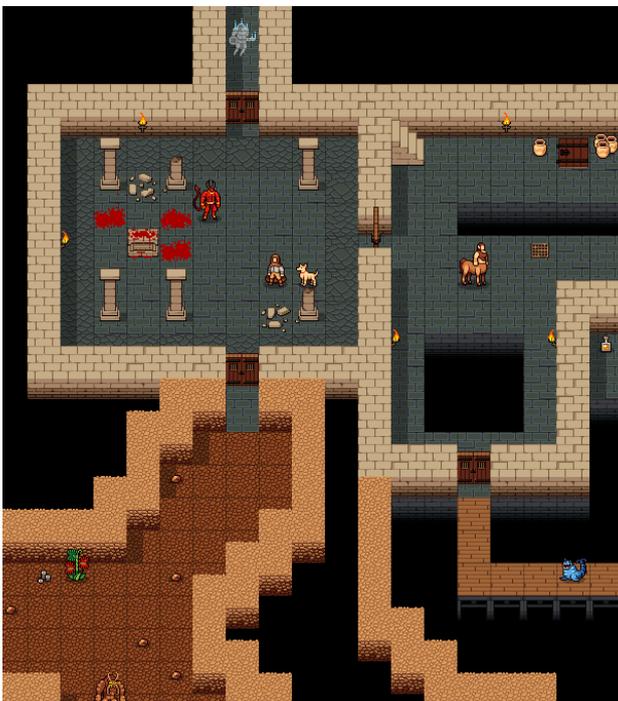
The course is quite varied and the teaching methods are also. There will be workshop sessions with the software packages for the practical work and more formal, teacher-led sessions on some of the theoretical elements.

How will the course be assessed?

The internally assessed units have a series of assignment briefs which clearly set out what you have to do, when you have to do it by and how your work will be marked. The external unit is completed in a set time and sent to the exam board to be assessed.

Other important information

There is no AS equivalent qualification so students must complete both years of the course to get a result.



Examination Board: Edexcel

Qualification: Level 3 National Extended Certificate

In Creative Digital Media Production:
Digital Games Production

The qualification is the equivalent of one A Level. It is awarded at Pass (E), Merit (C), Distinction (A) and Distinction (A*).*

COURSE CONTENT

There are five units – four internally assessed and one externally assessed:

1. **Digital Media Skills (external).** You have to make a game in 30 hours following an externally set and marked task.
2. **Digital Games Production.** You have to design and make a game to match a specific genre.
3. **3D Modelling.** You have to design and make a range of 3D models.
4. **3D Environments.** You have to design and build a 3D level in a game engine, including making some textures for it.
5. **Game Engine Scripting.** You have to learn to programme a game in a game engine.

What can you do when you have your qualification?

Gaming students are well prepared go on to study Games Design or Games Development at University – there are a wide range of courses available including nearby in Carlisle, Northumbria and Newcastle. They then go on to apply for jobs in the games industry. The UK games industry is a multi-billion pound undertaking and retail sales have remained healthy despite the recession.

The course also prepare students for the world of work through deadline management and its vocational basis, and the qualification counts as an A Level equivalent course for employment or entry to many other courses of study. Students could also use the course as the basis for the creation of a portfolio and attempt to enter the industry directly or set up their own studio: this is obviously much more difficult, but there are some jobs available without a degree, especially in testing.

For further information or advice please contact

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