Games Development

Subject Area	Digital
Course Type	School Leavers
Study Level	Level 2
Delivery Mode	Full-time
Location	David Hockney Building
Duration	1 Academic Year
Start Date	September 2025
Course Code	

Course Summary

The games sector is a dynamic, growing and rewarding sector. The UK's games industries as a whole are worth over £4 billion per year to the UK economy. Working in games development might involve researching audiences and generating new ideas for programmes and products; being involved in the production of media products, for example recording sound, filming and creating assets; working in post-production editing digital footage or creating animated sequences. Job roles can also involve testing and debugging new games. These creative industries are linked by the need to inform, entertain and engage audiences.

What You Will Learn

Students will develop knowledge of games development in the game industry and will learn to utilise a range of software including 2D and 3D games engines. We have the latest Core i9 state of the art Gaming PC's and classrooms equipped to host both the games and Esports courses. students will be given an opportunity to attend the Yorkshire Games Festival. This qualification gives learners the opportunity to develop their technical creative media skills over their course of study, through a process of critical evaluation, practice and review, which are key skills for progression to Higher Education. The qualification also supports learners in becoming confident in

taking ownership of and responsibility for their projects.

Modules

A Exploring and Developing Creative Media Skills:

- A1 Skills Development (120 GLH)
- A2 Creative Media Project (60 GLH)

B Personal Development:

- B1 Personal Development

Entry Requirements

As well as GCSE English and GCSE Maths, this course requires 1 other GCSE in preferably an ICT related subject **or** a Pass grade at level 1 OCR or BTEC.

Assessment

Assessment for this course will be done through practical and written assessment. Exam assessment is not required for this course. Students will take part in a series of synoptic assessments and project based activities.

Progression

Successful completion of this course can lead to progression to Level 3 Games Development, further study or employment in the IT industry.