

# Games Development (Extended Diploma)

Subject Area	Digital
Course Type	School Leavers
Study Level	Level 3
Delivery Mode	Full-time
Location	David Hockney Building
Duration	2 Academic Years
Start Date	September 2025
Course Code	

## Course Summary

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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

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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

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The course will be delivered over 2 years, each year students will take part in 2 projects over the duration of the course, these are broken down into 4 modules. **Year 1:**

- A Exploring and Developing Creative Media Skills
- A1 Skills Development
- A2 Creative Project

**Year 2:**

- B Advancing Creative Practice
- B1 Personal Progression
- B2 Creative Industry Response

## Entry Requirements

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Entry to this course requires a minimum of 4 GCSEs at grade 9-4 / A\*-C, including both GCSE English and GCSE Maths or a Level 2 IT qualification graded at a Merit or above alongside GCSE English and GCSE Maths at grade 4 or C.

## Assessment

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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

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Successful completion of this course can lead to progression to further study and employment in the IT industry.