

POST-16 COURSE OVERVIEW

GAMES DEVELOPMENT

QUALIFICATION Level 3 BTEC National Extended Certificate in Creative Digital Media Production	AWARDING BODY Pearson	COURSE LENGTH 2 years
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COURSE OVERVIEW

Games Development is a practical Level 3 course for students interested in games, digital media and design. Students will explore how digital media and games are planned, designed and produced, learning how to analyse media products, pitch ideas, respond to client briefs and create their own digital game using a game engine. Practical projects develop both creative and technical skills while building a portfolio for future applications.

WHAT WILL I STUDY?

KEY CONTENT • Unit 1: Media Representations – analyse how media products represent people, places, issues and events. • Unit 4: Pre-production Portfolio – plan a digital media product using professional pre-production techniques. • Unit 8: Responding to a Commission – develop ideas and proposals in response to a set client brief. • Unit 13: Digital Games Production – design and produce a digital game using appropriate development tools and techniques.	ASSESSMENT • Two externally assessed units: Unit 1 onscreen examination (2 hours) and Unit 8 supervised set task (6 hours). • Two internally assessed units: Units 4 and 13, completed through practical, portfolio-based work. • Four units in total, comprising 360 guided learning hours.
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WHERE COULD THIS COURSE TAKE ME?

This course can support progression to university courses in games design, games development, animation, digital media or creative computing, as well as higher-level creative media qualifications. It also supports apprenticeships and careers across the games, film, television, animation and digital media industries.

KEY CONTACT

COURSE LEAD
Ms Hopgood Hall

EMAIL
melanie.hopgoodhall@chasehigh.org