Level 3 BTEC Extended Diploma - Games Development and New Media

New technologies, Computer Games and Film and TV visual effects are growth industries for the UK and the increasing engagement of audiences of all ages with digital products on their mobile devices, in their homes and on their screens is increasing the demand for skilled and innovative content creators in these fields.

This Digital arts progression pathway at BOA immerses you into the world of Digital design, concept art, 3D design, Computer game level design, 3D modelling for Visual effects and gaming, 2D and 3D animation and Game mechanics.

The Games and New media pathway aims to teach you both the creative and technical skills to be a confident content creator for these new and emerging industries. The Digital Design Studios and BOA are fully equipped industry standard Graphics creation suites with the full Adobe and Autodesk software suites outfitted with Wacom graphics tablets.

During the course of their studies, each student will have the opportunity to produce Digital arts content drawn from 2D and 3D games, character design and concept art and environment design projects, app design, animations and 2D and 3D mobile content alongside web and digital publication content.

How is the course structured?

The BTEC Extended Diploma in Games Development and New Media is a two year full time course designed to introduce you to the many different creative skills required in the production of computer games and interactive media. Designed primarily for those with an aptitude in art or graphics, and computing, students will be taken through different units in order to learn about one of the fastest growing creative industries in the UK. Taught by industry experienced staff, and using industry standard hardware and software, you will develop skills in digital graphics, 3D modelling, animation, game and level design and website production. Accompanying this will also be a programme of complementary studies where you will learn more about the Computer Games and Interactive Media industries, employment opportunities and routes into your first job, and help develop vital 'soft' skills such as communication, presentation and organisation.

Units studied include:
- Animation
- 2D & 3D Games Engines
- Web Authoring
- Computer Game Design
- Concept Art for Computer Games
- 3D Modelling

How will I study?

Units will be delivered through a variety of projects which will allow you to develop skills and then use them to produce creative outcomes both individually and as part of a team. Tasks are designed to be vocationally relevant, and to replicate industry scenarios and practices. You will be expected to demonstrate a professional attitude toward your studies and your work both inside and outside the academy, in order to prepare yourself fully for a career in industry. There are internally assessed and externally assessed units throughout this course.

Typically students interested in this course will have a passion for games and interactive media. However, you won't just be an avid games and new media c*onsumer*; you'll be interested in *making* and energised by the design, artistic style, stories, character development, and history of games and interactive media, and have a desire to learn more about the workings of this exciting Creative Media industry.