

BTEC LEVEL 2 CERTIFICATE IN GAMES DESIGN

Subject Area

Student Type

Study Mode

Graphics, Games
Design & Media

Students aged 16-18

Full Time

What is the course about?

This is a vocational, practical, hands-on course designed for students interested in entering the creative media field, with a specific focus on game design and game production.

You will learn the fundamentals of games production, creative and technical skills, and how they apply to creating games: e.g. concept art, asset creation, and working with software.

You will be continually assessed via coursework and project work, allowing you to build a portfolio of creative work.

Why should I choose the course?

If you love games (playing, designing, sketching, digital art, or interactive media), this course will give you a strong foundation upon which to build; helping you to develop creative and technical skills which are in demand for games design, digital media, etc.

The level 2 course is a good bridge if you're not yet ready for level 3, but want to work, or aim for further study, in games development or a related field.

Our Level 2 Games Design course will give you practical experience, a portfolio of work, and exposure to tools/software workflows, all of which will help you to decide which area of creative industry you might want to specialise in: games, graphic design, or media.

What will I learn?

On this course you will cover the following topics:

- Game concept development, including storyboarding, concept art, character and environment design.
- Digital tools & software, for example, modelling or 3D tools (Autodesk Maya), texturing Substance Painter, game engines (Unreal Engine 5).
- Technical skills, such as asset creation, graphics, introductory visual scripting (Blueprints) and using Unreal Engines landscaping tools.
- Creative theory, including game mechanics, level design, user experience, and design choices.
- Production workflow, including responding to briefs, planning, collaborating, and managing projects.

You will be assessed through coursework which could include projects, assignments, and portfolios, rather than written exams.



**Warrington
& Vale Royal
College**

Warrington Campus
Winwick Rd, Warrington WA2 8QA

 wvr.ac.uk

 01925 494 494

Winsford campus
Weaver St, Winsford CW7 4AH

 learner.services@wvr.ac.uk

What will the course lead on to?

Upon completion of Level 2 Games Design, you may be able to progress on to Level 3 Games Design, or other related pathways such as Level 3 Creative Media or Level 3 Graphic Design & Illustration.

Other possible progression routes include apprenticeships, work placements, and internships in creative digital media industries.

Upon successful completion of a level 3 course, you may choose to progress on to a related Higher Education course at university.

Are there any links with industry and university?

The Games Design department at Warrington & Vale Royal College has built up strong links with 10:10 Games.

What support is available?

You will be allocated a progress coach who will provide you with support to help you succeed on your study programme and progress on to your chosen career or progression path. We have a team of staff dedicated to providing learning support if required, as well as a Welfare Team that is on hand to offer guidance, support and help when needed.

Additionally, eligible students can access a wide range of finance and funding support to help them during their time at college.

Click here for learning support: <https://wvr.ac.uk/college-life/learning-support>

Click here for finance support: <https://wvr.ac.uk/college-life/financial-support>

Why should I choose to study the course at Warrington & Vale Royal College?

Here at WVR you will have access to specialist facilities and software, including a specialist games suite, a motion capture suite, and industry-standard software, for example, Autodesk Maya, Substance Painter, and Unreal Engine 5.

You will also be taught by tutors with industry experience, who understand current games industry practices. Your learning will furthermore be enriched through live project briefs, and collaboration with local businesses and external clients etc.

What are the entry requirements?

You will need a minimum of four GCSEs at grade 3 or above, or you will need to have successfully completed a level 1 media course. If you have not already achieved a grade 4 in your GCSE English and/or maths, you will be required to work towards either a functional skills qualification or a GCSE in English and/or maths as part of your study programme.

Are there any additional costs associated with the course?



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Having a home computer and access to the software would be hugely beneficial, however it is not a mandatory requirement. You will also need to pay for any trips and visits that may take place throughout this course.



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