

HNC CREATIVE MEDIA : GAMES DEVELOPMENT

Subject Area
Student Type
Study Mode

Graphics, Games
Design & Media
Students aged 16-18
Full Time

What is the course about?

If you have a keen interest in video games and wish to attain the skills required to embark upon a career in this industry, then this course is perfect for you! You will develop the skills expected in games design and development through a range of project-based assignments. During the HNC you will develop analytical skills, your understanding of the games industry, the fundamentals of games design theories, conceptualising ideas and practical development, and the exploration of historical and current practices. The course allows for progression on to the HND, where you will refine your skills and become increasingly autonomous in order to develop a more personal and specialised approach. Creativity, innovation, and imagination will be encouraged throughout the course. The programme can be studied full time over one year (attending two days per week) or part time over two years (attending one day per week). It incurs a cost.

Why should I choose the course?

This exciting course provides many opportunities for progression into higher education and is an excellent platform for supporting progression into the games industry. The course utilises industry standard software to produce highly skilled games design and development practitioners. The department also has close connections with games design companies, who help to shape the programme content and ensure it is relevant and up to date. Throughout the course you will take part in live project briefs in conjunction with local clients, in order to boost your employability and develop the skills required for employment in this exciting sector.

What will I learn?

The HNC will consist of the following units:

- Unit 1 Individual project
- Unit 2 Creative media industry
- Unit 3 Professional practice
- Unit 21 Games development practices
- Unit 22 Games in context
- Unit 23 Games design
- Unit 20 3D modelling
- Unit 31 Art development.

Please note that modules listed are indicative and may be subject to change. We do not guarantee that a non-mandatory unit will always run in any given academic year as options may be dependent on student numbers, sector requirements, and staff expertise.



**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?

Following completion of the HNC Games Development course, you could progress on to further levels of higher education such as the college's HND Games Development course. Alternatively, you may wish to seek employment within the video games industry.

Are there any links with industry and university?

Throughout the course, professional game designers, developers, and testers may visit the college to deliver talks and guest workshops. Working practices and production methods are delivered in line with industry and this will be articulated throughout the programme.

You will be encouraged to establish your own links within the games industry and attend regular conventions, screenings, or exhibitions in order to broaden your understanding of game and animation conventions and professional practice. You will have the opportunity to develop and exhibit your work via a digital portfolio, ready for the next step in your creative journey.

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

The college offers a very high-quality education for HE students. HE student feedback is strong, and students are highly complimentary of their learning experience. HE students have access to specialist facilities and resources to support their programme of study as well as designated HE learning spaces to support independent study.

Here at Warrington & Vale Royal College we have a team of dedicated, experienced staff who can share their extensive knowledge and skills with you. Learning in a friendly and inclusive environment, you will be fully supported to achieve your goals.

What are the entry requirements?

You will typically have one of the following:

- A BTEC level 3 or other level 3 qualification in a related subject, minimum MPP or MM
- T Level with overall grade Pass
- A minimum of two A-Levels (A2) with one in a related subject at grade C or above
- Access to HE with relevant options

AND

- A* to C grade and/or 9 to 4 in GCSE English (language or literature)
- A* to C grade and/or 9 to 4 in GCSE Maths

Non-native English speakers who have not undertaken their final two years of schooling in English need to demonstrate capability in English at a standard equivalent to the levels identified below. This is necessary before being recruited to the programme, as the programme is both taught and assessed in English:

- Common European Framework of Reference (CEFR) level B2
- IELTS 5.5; reading and writing must be 5.5.



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We welcome applications from mature students who have appropriate work experience in a related sector or role and/or have professional qualifications in a related industry.

All HNC/HND programmes require the completion of a personal statement prior to an admissions interview being offered. You will also be required to provide a reference from one of the following options:

- A previous course leader/teacher (if progressing from a recently attended further or higher education course)
- A recent or current employer
- An appropriate professional who can provide a character reference (if you have not been in recent education or employment).

For the HNC Games Development, a digital portfolio of work is preferred to document a current understanding for the creative field of games design.

What are my funding options?

Students applying to study on a Higher Education course can apply for a HE student loan at www.gov.uk/student-finance

For further Finance support and enquiries please visit <https://wvr.ac.uk/adults/higher-education>

Are there any additional costs associated with the course?

The programme leader will make you aware of any additional requirements during induction and at the beginning of each new project, however, please find listed below a breakdown for the approximate course costs including personal computer equipment, art equipment, and college trips/visits.

Prior to beginning the course, you will need to purchase a personal computer that can be accessed at all times. The specification must be suitable for the creative field and must be able to run the specialist software utilised on the course. This software includes Autodesk Maya, Unity, Unreal Engine and Substance Painter. All software listed are free to download as an educational license, however you will need to acquire hardware that can handle the specifications for each of these. Prices range from £800 - £1000. However, due to the ever-growing industry, it may be useful to purchase a more powerful computer to ensure its future proofing.

Trips include EGX Rezzed, Manchester ComicCon, and Bury Arcade Club. All three of these events are priced at approximately £20-25 for ticket entry, plus travel costs, which will be subject to change based on student numbers attending the event.

External hard drives must also be purchased to secure coursework, and to enable transfer of work between college and home. A 500GB hard drive can be purchased for approximately £35 and will provide sufficient data storage.

The remainder of the personal equipment expected whilst studying on the HE courses includes notebooks, sketchbooks, pens, and pencils.



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