

## 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.

## Why should I choose the course?

The HNC Games Development course has been designed to continue enhancing the essential skills required to work in the video games industry. Students are actively pushed to explore new and industry lead softwares such as Maya, Blender, Substance Painter/Designer, Zbrush and Unreal Engine.

Disciplines and software expertise are delivered through active and engaging assignment briefs, giving each student the freedom to direct their work at their desired job role. Learners will complete a dedicated unit to enhance employability skills further. New software tools and techniques are introduced through weekly workshops to ensure students who progress into the final year of a degree top up or seek employment are prepared for the essential next steps and meet the entry requirements for working at a professional level.

As a HNC Games Development student, you will study in our Advanced Creative & Digital Skills Academy, where you'll have access to industry-standard equipment and software. You will also be taught by highly qualified tutors with extensive industry experience.

## What will I learn?

The HNC Games Development course will consist of the following units:

### **A1: Concept & Development**

#### **Project 1: Modular Asset Design**



? This assignment involves creating a set of modular assets for use in a game, animation, or other digital media projects. Modular assets are components that can be combined in various ways to create complex scenes or objects, allowing for versatility and efficiency in the design process. The objective is to design and create a cohesive set of modular pieces that can be easily assembled and rearranged to form different configurations.

### **Project 2: Game Design (Unreal Engine 5)**

? In this assignment, you will design and develop a playable level in Unreal Engine 5 (UE5). The goal is to demonstrate your understanding of game design principles, level design, and proficiency in using UE5. You will create an engaging and interactive environment, incorporating gameplay mechanics, assets, and aesthetics that align with your chosen theme.

### **Project 3: Freelance Project**

? In this assignment students will be given the opportunity to develop their own project based around what they intend to specialise in, this could be a modular kit based around 3D modelling or a design project where they will develop a prototype to showcase their design skills. Other aspects such as concept art, UI design, sound, and all other creative sectors will contribute to its completion.

### **A2: Creative Project**

### **Final Major Project: Collaboration Project**

? In this assignment, you will work in a team to design and develop a playable game prototype. This project will require collaboration, creativity, and effective communication to create a cohesive and engaging game.

## **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 guest talks and workshops. For example, 10:10 Games maintains a close working relationship with the course, offering students unique insights into the industry. Working practices and production methods are taught in line with current industry standards and are embedded throughout the programme.

You will be encouraged to build your own industry connections by attending conventions, screenings, and exhibitions, helping you to expand your knowledge of game and animation conventions as well as professional practice. You'll also have the opportunity to develop and showcase your work through a digital portfolio - preparing you 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 complementary 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.

Access to industry standard software such as Zbrush, Substance Painter, Maya and Unreal Engine 5.



**Warrington  
& Vale Royal  
College**

Warrington Campus  
Winwick Rd, Warrington WA2 8QA

 [wvr.ac.uk](http://wvr.ac.uk)

 01925 494 494

Winsford campus  
Weaver St, Winsford CW7 4AH

 [learner.services@wvr.ac.uk](mailto:learner.services@wvr.ac.uk)

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.

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.

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.

## 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](http://www.gov.uk/student-finance)

For further finance support and enquiries please visit <https://wvr.ac.uk/adults/higher-education> or contact our friendly Learner Services Team on 01925 494 400 or [learner.services@wvr.ac.uk](mailto:learner.services@wvr.ac.uk)

## 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.



**Warrington  
& Vale Royal  
College**

Warrington Campus  
Winwick Rd, Warrington WA2 8QA

 [wvr.ac.uk](http://wvr.ac.uk)

 01925 494 494

Winsford campus  
Weaver St, Winsford CW7 4AH

 [learner.services@wvr.ac.uk](mailto:learner.services@wvr.ac.uk)

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, Blender, Substance Painter/Designer, Zbrush and Unreal Engine. All software listed are free to download as an educational licence, 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.

Prior trips include Alton Towers, Chester Zoo, Manchester ComicCon and Bury Arcade Club. All of these events are priced differently but at a discounted student price, 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.



**Warrington  
& Vale Royal  
College**

Warrington Campus  
Winwick Rd, Warrington WA2 8QA

 [wvr.ac.uk](http://wvr.ac.uk)

 01925 494 494

Winsford campus  
Weaver St, Winsford CW7 4AH

 [learner.services@wvr.ac.uk](mailto:learner.services@wvr.ac.uk)