HEI
WORCESTERSHIRE
Higher Education Institute

EVERYONE HAS AN INNER GENIUS

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UNIVERSITY OF **WOLVERHAMPTON**
KNOWLEDGE • INNOVATION • ENTERPRISE

NOW AVAILABLE
FOR
HIGHER EDUCATION
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AWARDS
APPLY NOW TO RECEIVE UP TO £2000 TOWARDS THE COST OF YOUR COURSE

Foundation Degree in Digital Media and Games Design

Have you got a passion for games? Would you like to take your development skills to the next level?

COURSE OVERVIEW

The interactive media and games development industries are both rapidly expanding and increasing in use and popularity. From the increased use of development focused around app design and 3D development to the continued popularity of gaming and use of web authoring, courses in interactive media and games development have never been so relevant and in demand.

This course will provide you with a broad understanding and knowledge of game and interactive media design along with a range of technical and methodological skills necessary to analyse, design and implement the development of these media. Students often work on live client briefs, either through their own liaison with companies or through projects arranged by the College.

MODULES

– Asset Creation and Interaction in Games
Use industry specialist 3D software to create a traditional open world game environment.

– Interface Design
Develop an interactive animation based around a fairy tale or fable for a young target audience utilising an integrated development environment.

– Video Editing and Post Production Techniques
Design an original filmed sequence that utilises post-production techniques and an advanced use of editing in a consistent narrative.

LOCATION BROMSGROVE
Full-time:
BIMF-DG5-2022
Part-time:
BIMF-DG5-2023

UCAS CODE
WG24

COURSE LENGTH
2 years full-time
3 years part-time

TUITION FEES
£8,000 per year full-time
£4,000 per year part-time

ADDITIONAL COSTS
Optional top-up £9000

AWARD ON SUCCESSFUL COMPLETION
Foundation Degree

HOW TO APPLY
Full-time applications:
www.ucas.com
Part-time applications:
www.howcollege.ac.uk

For further information please visit howcollege.ac.uk or email our HE Admissions team headmissions@howcollege.ac.uk

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– Introduction to Web Development
A focus on devising and programming a personal portfolio for work based opportunities. This portfolio is intended to be used beyond this unit for students to promote themselves to future employers.

– Working to a Client Brief
Working with local professional organisations to create industry standard products.

– Character Creation, Rigging and Animation
Learn the art of creating consistent and fluid movement animations for an in-game character model in a game engine.

Year 2

– Game Production and Authoring
Develop original game levels of a chosen genre that provides a great deal of interactivity for the player and conveys an engaging in-game narrative and aesthetically pleasing environments.

– Audio Asset Creation for Games
Record sounds in relation to the Games Production and Authoring module by utilising Foley sound recording alongside other audio implementation techniques and editing them effectively for use inside a games engine.

– Group Project
Work together in small collaborative teams to develop a game concept.

– Pitch and Development
Pitching a future app design for a specific client brief.

– Application Development
Continuing to work on the app design proposed in the pre-production phase of the Pitch and Development module by turning specific designs into reality.

– Interactive Media in Practice
Reconstructing real life environments for a virtual walk through for a client.

Optional level 6 at University of Wolverhampton. Top-up BA (Hons) Computer Games Design

ENTRY REQUIREMENTS
48 UCAS points and A-C GCSEs in maths and English.

Applicants who are 21 and over and are currently employed in the industry will also be considered

DELIVERY INFORMATION
• Lectures
• Group discussions
• Tutorials
• Workshops

For further information please visit howcollege.ac.uk
or email our HE Admissions team headmissions@howcollege.ac.uk

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METHOD OF ASSESSMENT
• Written assessments
• Presentations
• Projects
• Practical activities

CAREER OPPORTUNITIES AND PROGRESSION
After successful completion of the Foundation Degree you could carry on to do one more year at university to gain a BSc Honours degree in Games Design at the University of Wolverhampton. The course also provides you with the relevant vocational and technical skills to start work in games design and digital media.

STAFF EXPERIENCE
The Games Design teaching team is made up of experienced vocational staff with several years' experience of teaching at undergraduate level. All team members have relevant teaching qualifications which arm them with the skills to share their first-hand knowledge and expertise with students.