



WORCESTERSHIRE
Higher Education Institute

EVERYONE HAS AN
INNER GENIUS

We can help
you find yours

AdvanceHE

Affiliate Member 24-25

Course Validated by



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

2025/26

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

Year 1

- Interaction in Games
- Games Structures
- Game Modelling
- Graphic Design
- Working to a Client Brief
- Digital Animation and Video Production

LOCATION

BROMSGROVE

Full-time:
BIMF-DG5-2526
Part-time:
BIMF-DG5-2528

UCAS CODE

WG24

COURSE LENGTH

2 years full-time
3 years part-time

TUITION FEES

£8,500 full time per year
£4,250 part time per year

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



HEART OF
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Year 2

- **Group Project**
- **Pitch and Development**
- **Emerging Technologies**
- **Game Production**
- **Character Modelling**
- **Advanced Modelling for Games**

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

The delivery of the course may be a combination of online and face-to-face delivery if required.

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.