

**EVERYONE HAS AN
INNER GENIUS**

We can help
you find yours

“AdvanceHE

Member 25-26

Course Validated by



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 Digital Media and Games Design industries are both rapidly expanding and increasing in use and popularity. From the prominence of mobile applications to the continued recognition of PC and console gaming, media and visual design. Courses in this sector have never been so relevant and in demand.

This course will provide you with a broad understanding and knowledge of games and digital media design. A range of technical and methodological skills necessary to analyse, design and implement the development of these media will be delivered on the course.

3D modelling and the use of game engines is one of the main focuses of the course and will give students the ability to be proficient with these tools.

Modules on the course are structured to allow a progressive learning curve using iterations for visual design and idea generation for product prototypes and full games. In order to aid your development, the course has a range of specialist equipment and software such as motion capture and virtual reality to help bring your ideas to life. There is also a good opportunity to aid with teamwork and employability skills with real world clients.

Please note that a smartphone will be required to complete multifactor log-in for assessment submission.

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

Top-up course fees
are set by University of
Wolverhampton

AWARD ON SUCCESSFUL COMPLETION

Foundation Degree

HOW TO APPLY

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

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MODULES

Year 1

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

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) Game 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



WORCESTERSHIRE

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2025/26

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 BA 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.

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



HEART OF
**WORCESTERSHIRE
COLLEGE**