Level 2 Award | Game Design

🌐 www.elatt.org.uk/courses/game-design

9 - 10 Weeks
Duration

6 Hours
Hours per week

9.30am - 4.30pm
Daytime study

6.00pm - 9.00pm
Evening study

Online
Environment

Course Content

▶ **Audio software:** get started in music production using BandLab and Logic Pro

▶ **Video software:** get started in video editing using Clipchamp and iMovie

▶ **Design software:** get started in digital design using Canva and Photopea

Requirements and Qualifications

Entry Requirements

▶ English: Level 1 (Functional Skills, GCSE, ESOL or equivalent)

▶ IT: Level 1

▶ Please bring your prior qualification certificates with you to your first Assessment meeting.

▶ If you don't have your certificates, we'll ask you to complete a short English and IT assessment so that we can make sure you're ready for this course. Find out more about the application process at elatt.org.uk/about/our-training

Awarding Body

▶ City and Guilds

Qualifications

▶ Award for IT Users (ITQ) Level 2

City & Guilds APPROVED CENTRE

Ofsted Outstanding Training provider 2014|2015

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6 - 12 Weeks
Duration

6 - 12 Hours
Hours per week

9.30am - 4.30pm
Daytime study

6.00pm - 9.00pm
Evening study

Online
Environment

Course Content

▸ **Plan and produce work to a design brief:** learn to produce work to the professional level required by the industry, working to a clearly specified brief, and producing and developing ideas in response.

▸ **Creating art for 2D games:** explore a range of artwork styles that gives 2D games their identity, identifying tools and techniques used in the industry to produce this artwork. You'll take an in-depth look at the creation of art for 2D games and produce and develop your own work.

▸ **2D game production:** research key factors, considerations and software tools relating to the design and development of 2D games. You'll make a 2D game proposal and get feedback on your ideas.

▸ **Sound production for computer games:** take an in-depth look at how sound is used in games, the techniques used in the industry to produce these sounds and the factors that may impact on their production. You'll produce and refine sound assets for a game sequence and use post-production editing techniques.

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Requirements and Qualifications

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Awarding Body

▸ NCFE

Qualifications

▸ Certificate in Creative Media Level 2