September - July
DURATION

12 Hours
HOURS PER WEEK

9.30am - 4.30pm
DAYTIME HOURS

In Person Classes
ENVIRONMENT

What you will learn

▸ **Creative Media Production:** Plan and produce professional-standard projects across video, audio, games, and graphics.

▸ **Game Development & Prototyping:** Design and build advanced games using engines like Unreal or GDevelop. Create original characters, mechanics, and levels.

▸ **3D Modelling & Digital Art:** Develop 3D assets using tools like Blender and Tinkercad. Produce visual content for games and digital media.

▸ **Audio & Music for Media:** Compose and edit sound using platforms like Logic Pro or BandLab, including background music, sound effects, and voiceovers.

▸ **Virtual & Augmented Reality:** Explore immersive technologies and prototype VR/AR experiences to prepare for the future of gaming and media.

▸ **Project Management & Industry Practice:** Learn how to pitch, budget, plan and deliver projects — while building key skills in teamwork, time management and communication.

Entry Requirements

▸ English Level 1 (Speaking, Listening, Reading, Writing).

▸ IT: Basic skills.

▸ 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.

City & Guilds APPROVED CENTRE

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