

Level 3 Diploma | Game Design

 www.elatt.org.uk/sixth-form/game-design

SIXTH FORM

 **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.

Qualifications you will earn

Awarding Body:

- ▶ University of the Arts London (UAL)

Qualifications:

- ▶ Diploma in Creative Media Production & Technology