



BTEC Level 3

Digital Games Production

### What will I learn?

The qualification provides a thorough introduction to the study of games production. Learners develop an understanding of the games industry by undertaking a range of different **practical** projects from different fields within the industry. You will learn about:

- Immersive World building in unity
- The principles of games design
- Programming in C#
- How to model using 3DS Max
- Using digital skills for industry

### What could this course lead on to?

It is designed for post-16 learners who aim to progress to higher education or to employment, in the games production industry.

### Entry Requirements:

Grade 5 or above GCSE English  
Grade 5 or above GCSE Maths

### How will I be assessed?

You will take 2 mandatory units plus 3 optional units. Units are graded Pass, Merit or Distinction and awarded a number of points. The total points across all units will be used to calculate the grade awarded. All elements are assessed through coursework and practical activities. These are assessed in school and then verified by the exam board

### Key content

#### Unit 3: Digital Media Skills [Mandatory]

Learners will construct a digital media product based on a scenario provided by the exam board. You choose the format/medium, and showcase the range of skills you have developed. You will demonstrate your understanding of the creative process.

#### Unit 13: Digital Games Production [Mandatory]

Learners will understand game genres and the principles of game design. Learners will design and make a digital game.

#### Unit 34: Games Engine Scripting [Optional]\*

Learners will learn the principles of programming, or develop their understanding from prior learning, and use these principles to script behaviour in a game.

#### Unit 40: 3D Modelling [Optional]

Learners will learn how computers render 3D graphics, before creating 3D assets by modelling, and then texturing their own assets for a given scenario

#### Unit 41: 3D Environments [Optional]

Students will be introduced to game engines, before learning how we combine a range of different assets together in a game engine to create an environment for a given scenario.

### Course Details

**Awarding Body:** Pearsons

**Website Specific Number:** 603/1912/4

**Staff Contact:** Mr N Mellers