

(Games Development) UAL Level 3 Diploma And Extended Diploma in Creative Media Production

Course Code: MG1DCMPTG1

Level: 3

Type: Full Time

02/09/2027 - 23/06/2028 () Cambridge Campus

-

2 Year(s)

Need to speak to us about a course?

01223 226315

enquiry@camre.ac.uk

Apply Here:

https://www.camre.ac.uk/course/pdf/MG1DCMPTG1/

Games Development at Cambridge Regional College firmly places students on their first steps into the Games industry. Learners will gain experience with multiple tools, software and processes in order to learn how to work in the state of the art companies and ensure they have industry ready skills.
Our students don't just train to become games developers, they become them from their very first day. Students engage in a variety of projects, live briefs, and assignments in order to put their skills to the test and create a variety of interactive experiences

Year 1, UAL L3 Diploma

UCAS Points – Pass (36) Merit (60) Distinction (84)

The first year of the course introduces students to Programming, Art, Design, Audio, Game Theory and Professional Practice. Students engage with these topics through a series of project-based assignments that enable learners to explore their chosen specialism within a broader game development context. This fully prepares them to embark on their Final Major Project half way through the year where they're encouraged to develop a personal project or collaborate in a team to create a playable game.

Year 2, UAL L3 Extended Diploma
UCAS Points – Pass (72) Merit (120) Distinction (168)
Students progressing onto the second year of the course will further develop their skillset and refine processes to begin producing marketable products. Students will be encouraged to develop projects across a range of platforms, work collaboratively to better understand studio based practice and develop their own specialised portfolios preparing for University and beyond.

Students studying on this course will have the opportunity to engage with:

- Unity and Unreal, two of the world's most popular development engines
- Adobe suite including Photoshop and Illustrator
- Autodesk Maya and Blender, leading products for 3D modelling and animation
- Mobile Development for Android and Apple
- Console Development for Nintendo Switch and Xbox
- PC Development for Desktop and Web Browser
- Engagement with industry bodies such as Frontier Developments, FXP, Gamebridge Festival and BAFTA

In addition to this students, will have the opportunity to showcase their games to the public as well as industry professionals. With approximately 18% of the UKs game industry here in Cambridge, we are well situated to allow students to network with professionals and get the most out of their time here at Cambridge Regional College. Over the past few years we have been incredibly fortunate to be supported by, and work alongside, companies such as BAFTA, Nintendo of Europe, Xbox, Jagex, Sony, Frontier Developments, Conscious Comms, FXP, Gamebridge Festival and more.

We run a variety of trips national trips to various gaming expos to find inspiration and research for current projects, such as EGX London, WASD Live and MCM Comic Con London in order to test new and unreleased titles but most importantly we run trips for students to network with industry

professionals, showcase their own games and attend conferences to deepen their understanding of the industry.

To learn more about Rizing Games UK and see some of the games the students have made, please visit:

https://rizinggamesuk.itch.io/

About the course

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Progression and career opportunities
This qualification helps you to progress on to:

• BA/BSc/FdA at a Higher Education institution or to our HNC/D Media courses in either Journalism or Games Development

• Apprenticeships within the wider commercial/games and creative based industries and supported through Cambridge Regional College

• Employment e.g. games company as a QA tester, video capture, entry level roles or other media related industry

Entry requirements
• You will need 4 GCSEs at grades 9 - 4 (A* - C), or Level 2 UAL Diploma in Creative Media Production at

a Pass,⊠⊠Level 2 BTEC Certificate/Extended Certificate or First Diploma in Creative Media – Pass level.

• GCSE English language grades 9 - 4 (A* - C) is essential and GCSE Maths grades 9 - 4 (A* - C) is highly desirable.

In addition:

• To show at Welcome Event an interest in the games industry by bringing some concept drawings and level designs for a games in the form of a sketchbook although this is not obligatory.

• We would like to see that you are interested in the wider games industry and not just in playing games.

In addition to the entry qualifications listed, the offer of a place on the course is subject to the outcomes of initial assessment, which will be taken at the College as part of the admissions process. Please note that entry criteria may vary quite significantly between courses at the same level. This is to take account of the specific skills needed for success on particular courses, the length of the course and the requirements for progression to the next level. Entry criteria are given as a guide, and the exact requirements in order to obtain a place on a particular course will be confirmed following attendance at a Welcome Event/Interview.

Assessment
A range of methods, which may include projects, assignments, case studies, course work, self-assessment, feedback from clients and panel reviews, continually assesses course work. Grades from Pass, Merit, Distinction may be awarded to course work.

The Study Programmes are over 5 days each week.

There is regular one to one tutorial provision.

Finance and Funding

Fully-Funded Level 3 Qualifications
This course is fully funded, free, for learners who are aged 19 and above and earn below £25,000, or below £30,491 and live in the Cambridgeshire and Peterborough Combined Authority area.
CPCA Funding

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Disclaimer
Whilst every effort is made to ensure the information is correct, some details may be subject to change. Cambridge Regional College reserves the right to make amendments to the courses, dates, fees or other details, and to make cancellations or changes if numbers are insufficient.