Course Information

CITY OF WOLVERHAMPTON COLLEGE

Games Design

Study Mode: Full Time

Is this course right for me?

If you're passionate about video games, digital art, 3D design and interactive media, our University of the Arts London (UAL) Awarding Body games design courses will help you develop the creative and technical skills needed to start a career in one of the world's fastest-growing industries.

You will learn how games are designed, developed and brought to life, exploring areas such as concept art, character and environment creation, 3D modelling, level design, game audio and storytelling.

You will also use industry-standard software – including Unreal Engine 5, Blender and Adobe Substance Painter – to create your own professional-quality games assets and develop an industry-ready portfolio.

Courses are highly practical and project-based, giving you the opportunity to work on realistic industry briefs and develop the skills employers and universities are looking for.

You will be taught by experienced staff with industry knowledge, benefit from links with universities, games studios and creative industry professionals and, as part of a nationally recognised creative arts department and the National Skills Academy for Creative & Cultural Skills, will study in an environment designed to prepare you for the modern games industry.

Qualifications available

- UAL Level 2 Award and Diploma in Creative Media Production and Technology (Games Design)
- UAL Level 3 Diploma and Extended Diploma in Creative Media Production and Technology (Games Design)

The qualification level you will be enrolled on will be discussed at interview and will be based on your qualifications, experience and creative portfolio.

Industry links and opportunities

Through our links with universities and games companies, you may have opportunities to:

- Work on live industry briefs
- Hear from guest speakers working in the games industry
- Attend industry visits and taster days
- Develop professional portfolio projects
- Learn about careers and progression opportunities within the sector

Industry-standard software

Depending on your level of study, you will gain experience using:

- Unreal Engine 5
- Blender
- Adobe Substance Painter
- Digital concept art software
- Game audio production tools
- Industry-standard 3D design applications

Entry Requirements

For external applicants:

- **Level 2:** Four or more GCSEs at Grade 3 or above
- **Level 3:** Four or more GCSEs at Grade 4 or above, ideally including English and maths

For all levels, you will also be required to:

- Attend an interview with the course team
- Provide examples of your own creative work or portfolio
- Demonstrate good attendance, punctuality and a positive attitude to learning
- Show enthusiasm for games, digital art and creative technologies

If you have not yet achieved Grade 4 in English and maths, you may be required to continue studying these subjects alongside your qualification.

For internal progression learners (already studying with us):
Learners must be able to demonstrate that they:

- Have successfully completed a relevant course that naturally progresses onto this programme, achieving a good standard*
- Have improved their English and maths grades since enrolment
- Have maintained good attendance and punctuality
- Show a consistently positive attitude to learning

What will I learn?

Depending on your chosen level, you may study:

- 2D and 3D concept art
- Digital illustration techniques
- Character and environment design
- Game storytelling and narrative development
- Game audio and sound design
- 3D asset modelling using Blender
- UV unwrapping techniques
- 3D painting and texturing
- Level and environment design using Unreal Engine 5
- 2D and 3D animation
- Games industry practices
- Professional portfolio development
- Research and development techniques
- Creative project planning and production

What skills will I gain?

By studying a Games Design qualification you will:

- Develop creative and technical games design skills
- Learn how to create professional-quality concept artwork
- Build 3D modelling and texturing skills
- Design game environments and levels using industry-standard software
- Develop storytelling and narrative design techniques
- Gain an understanding of how the games industry operates
- Improve research and project development skills
- Build confidence presenting and pitching creative ideas
- Develop teamwork and communication skills
- Create an industry-ready portfolio of work
- Prepare for higher-level study or employment within the creative industries

How will I be assessed?

Assessment is entirely project and assignment-based with no formal written exams.

You may be assessed through:

- Practical games design projects
- Creative assignments
- Portfolio development
- Presentations and pitches
- Research and development work
- Tutor observations
- Final Major Project (Level 2)
- Final Project (Level 3)

Projects are graded according to UAL criteria and may achieve Pass, Merit or Distinction grades.

What can I do next?

Successful completion of the course will enable you to progress to:

- A higher-level Games Design qualification
- University or Higher Education study
- A creative or digital apprenticeship
- Employment within the games and interactive media industries

Potential career areas include:

- Games designer
- Level designer
- Environment artist
- 3D artist
- Concept artist
- Character artist
- Game animator
- Technical artist
- Game tester
- Games producer
- Digital content creator
- Interactive media designer
- VFX artist
- Independent games developer

Delivery

Location: City Learning Quarter

Start Date: 06/09/2027

Day:

Time:

Course Fee:

Course Code: X0055

Study Mode: Full Time

Apply online: **www.wolvcoll.ac.uk/apply**