



BA (Hons) Games Design for Industry

This 1 year top up, full time, innovative and exciting new games programme has been designed to allow students from the HND or foundation degree (and others where appropriate) to progress to an honours degree to develop an independent, autonomous practice, but with skills and attributes to be part of any team within any typical games design studio. This programme aims to facilitate and equip graduates with the expertise, enthusiasm and flexibility for a future in developing games and their content. You will gain a comprehensive understanding of Agile, entrepreneurship, team management and the techniques and skills needed by the games industry to get you that dream job, or to start your own independent games company.

We specialise in providing a typical studio set up with small class sizes to ensure you get excellent support and advice for your studies. You will have greater access to staff and resources, as well as practical specialist knowledge to pursue a career in your chosen area of specialism within the games industry. Tutors will facilitate your independent research into advanced game design skills and techniques reflecting your particular specialism throughout the programme. Team production of prototypes will be explored, as well as methods to improve immersion, narrative and visual impact. You will be encouraged to investigate design innovations such as virtual and augmented reality, to develop new methods of enhancing gameplay, and simulation whilst receiving career and business advice specifically tailored to your individual aspirations. Visits to games festivals such as EGX Rezzed will also inform student practice.

You will be encouraged to work creatively and professionally to design and communicate concepts through visuals, prototypes, 3D/2D game assets, game design documents, pitches and presentations often to professionals within the industry. You will use industry standard software such as Autodesk (3D Studio Max, Maya and Mudbox etc), the full Adobe Master collection, UE4 and others. You will also have access to VR headsets such as Oculus Rifts and Vives, excellent sound labs, video cameras, Kinect cameras and blue/green screens etc.

Graduates have gone on to work in games studios such as Splash Damage or set up their own independent studios.

Possible Progression (subject to availability)

- Cert Ed or PGCE at Camborne or St Austell
- Masters Level programmes at other institutions

Possible Careers

- Games Designer or Developer
- 3D Animator or Modeller
- Character Designer
- Environment Artist
- Lead Designer or Animator

Key facts

Course title:
BA (Hons) Games Design for Industry

Location:
Cornwall College Camborne

Start date:
14-09-2020

Course length:
1 year full-time

To find out more call 0845 22 32 567 or
email enquiries@cornwall.ac.uk



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- Animator for Film and Television
- Level DesignerVR/AR developer/artsit
- Gameplay Programmer
- Concept Artist
- Narrative Artist
- Visual FX

This is a full-time course; typically, students should expect to spend 35 - 40 hours per week on a combination of taught and self-directed study. Each module is delivered over a 15-week Study Block, which typically comprises 12 weeks of learning and teaching, and 3 weeks of assessment and feedback. Students will engage in a variety of learning activities, including lectures, seminars, private and group tutorials, specialist workshops.

Have a look at our youtube channel [here](#)

Choose from these course options

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BA (Hons) Games Design for Industry (top-up)	Cornwall College Camborne	14-09-2020	1 year full-time

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