

# Games Design

## Information Pack

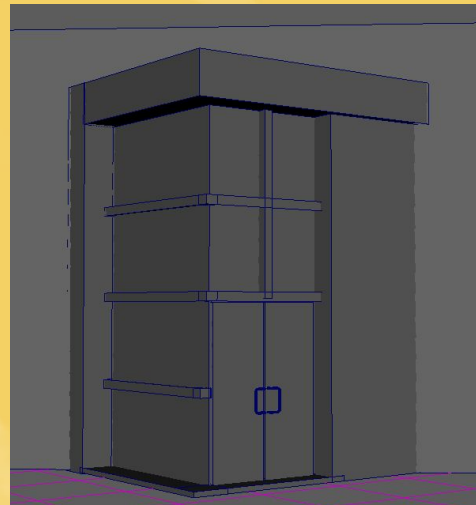
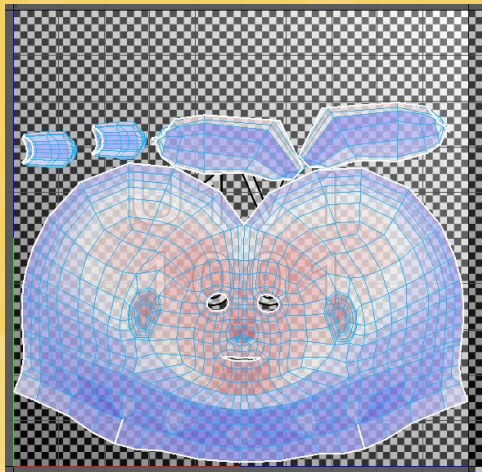


Burnley  
**College**  
Games Design



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# Student's Work



# BTEC in Games Design

- ❑ The level 3 BTEC Game Design course is a 2 year 100% practical project-based course with no exams. The course aims to build your skills across all aspects of games design using the latest industry-standard software and equipment with a dedicated games design classroom featuring a new suite of state of the art computers.
- ❑ The course covers content including pre-production and planning, level design, Unreal engine, image and video editing, character creation, 3D modelling & animation and observational drawing skills. The work across each area of the course ultimately culminates in a final project. This course will provide you with the knowledge and skills to enter any university or work in any sector of the games design industry.

# Year 1

- ❑ A1: Skills Development
- ❑ This unit helps develop learners skills in traditional art, animation, video editing and games design.
- ❑ A2: Creative Project
- ❑ This is a live client brief where students produce a game in Unreal Engine.

# Year 2

- ❑ B1: Personal Progression
- ❑ In this unit students produce website portfolio and investigate future career options. They also produce a portfolio of evidence focused on the work produced during year.
- ❑ B2: Creative Industry Response
- ❑ Learner's produce a game in Unreal Engine based on a live client brief .

# Software



Adobe Photoshop



Davinci Resolve



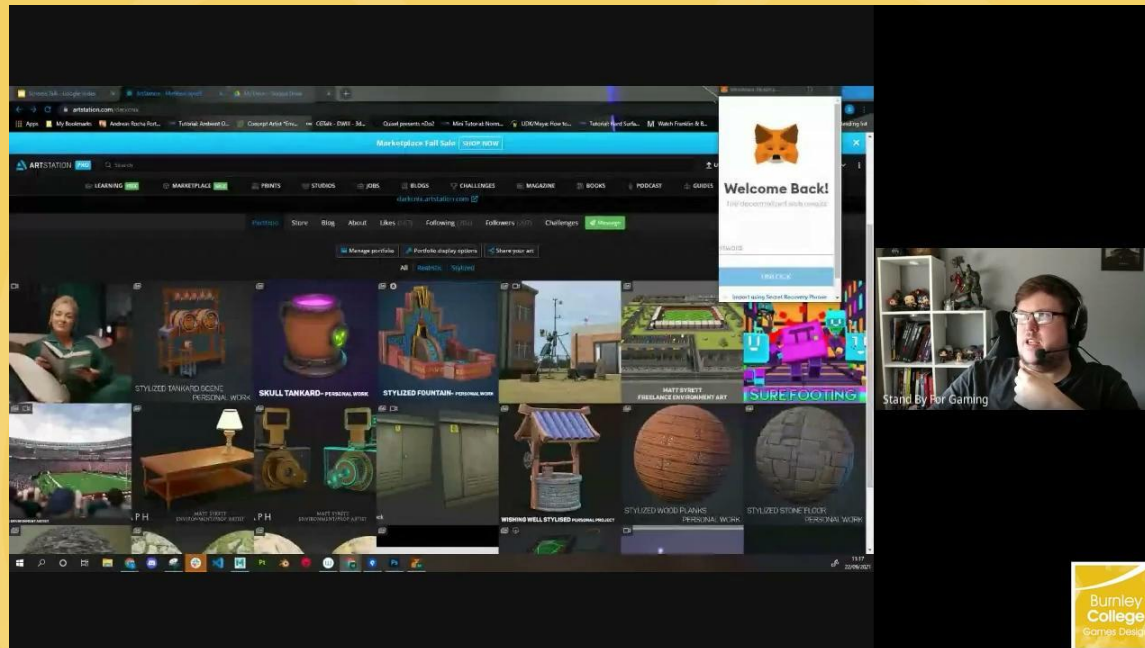
UNREAL  
ENGINE

Unreal Engine



Blender

# Industry Talk



Matthew Syrett

# Summer Task

- ❑ Think of a game that you have enjoyed lately
  - ❑ Write down in an A4 piece of paper the following:
    - ❑ What was good and not so good about the experience?
      - ❑ What you enjoyed.
      - ❑ The feelings that you.
      - ❑ What was the end goal.
      - ❑ What made it stand out from other games.
- ❑ Design a level:
  - ❑ Create a moodboard off art that applies to your idea.
  - ❑ Considering the main topics that you wrote down on the previous part.
  - ❑ In an A3 piece of paper, design your level, ensuring attention to detail to the structure of the game.
- ❑ Create an original character.
  - ❑ Create a character sheet.
  - ❑ Create a small biography relating to your character.