

Foundation Degree Games - Art and Design



In a nutshell

This course will help you gain the technical skills to bring your ideas to life and create the next generation of computer games art and games design.

This course is for you if...

- ... You're creative
- ... You have a keen interest in gaming and games design
- ... You're hardworking and motivated

What will I be doing?

The gamers of today expect realistic and imaginative 2D/3D game development and game art. You'll look at the background of gaming and study different aspects impacting game play, including concepts, design and application. As well as gaining technical knowledge, you'll be



COURSE INFORMATION LEAFLET

encouraged to develop your creative flair and professional skills to give you the best chance of success in the computer games market. This course is being developed with computer games experts to provide specialist training for the industry.

What is expected of me?

To enter this course, you'll need GCSEs in three subjects at Grade C or above, to include Maths and English Language (or equivalent), plus at least one of the following:

A relevant BTEC Level 3 profile of Merit/Merit

DD Grades at A Level

DE Grades at A Level plus C in Welsh Bacallaureate

Access to HE where you've achieved a Pass Diploma with 45 Passes

You may also be asked to attend an interview or audition, take part in a workshop session, or present a portfolio of work as part of the selection process.

What comes next?

On completion of the foundation degree, there'll be an opportunity to progress to BA (Hons) Game Art, where you'll have the chance to develop your skills further in a specific area.

Additional information

Applicants may be asked to attend an interview, take part in a workshop session, or present a portfolio of work as part of the selection process.

This course is franchised by the University of South Wales.

The UCAS code is: 8C27

Apply online at www.coleggwent.ac.uk

studentrecruitment@coleggwent.ac.uk | 01495 333777 (Croesawn alwadau yn Gymraeg)

