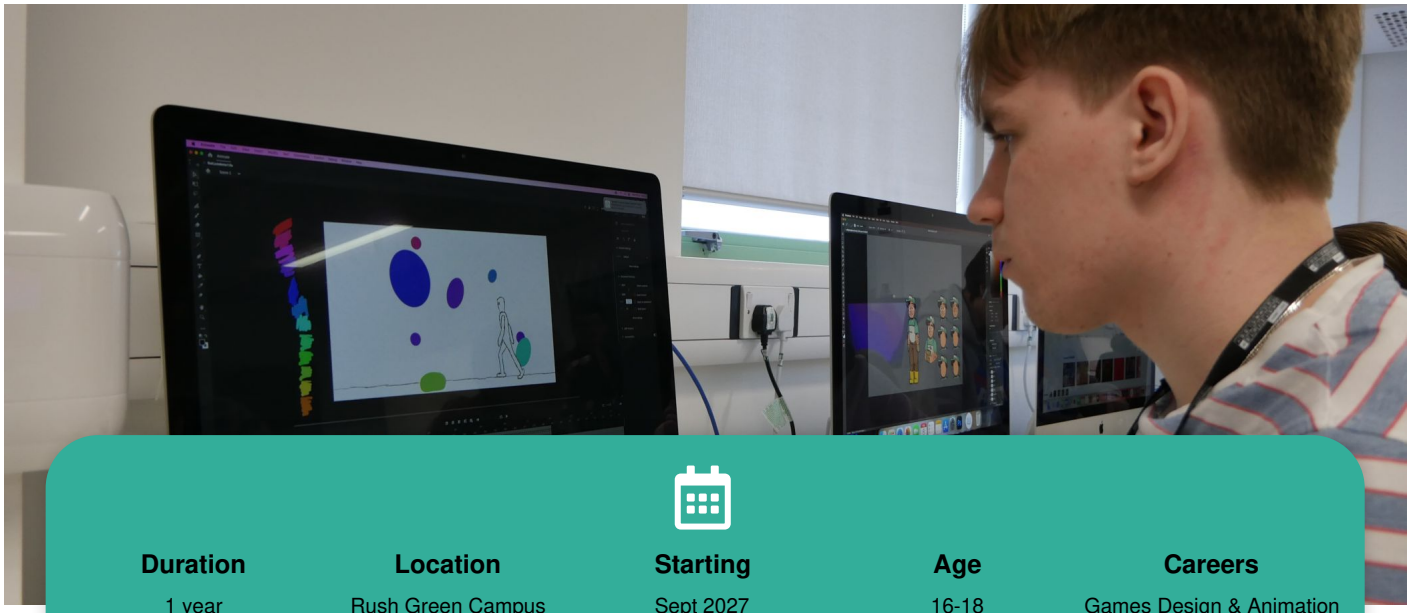
Level 3

Creative Media Practice - Games Art and Animation

BTEC National Diploma



Duration	Location	Starting	Age	Careers
1 year	Rush Green Campus	Sept 2027	16-18	Games Design & Animation Media Production

Course fees per year

AGE 16-18

FREE

Contact us to discuss what Financial support is available.

Overview

This course is designed for students looking to be part of the exciting and fast growing games animation industry.

This qualification is intended for students wanting to progress into the gaming industry and develop skills, using art and animation techniques.

Additionally, the breadth of optional content in this qualification allows you to widen your opportunities, to progress to several different higher education courses.

Whilst on this course, you will develop skills in problem solving, technical skills, professional practice, communication and being able to inform ideas. You will learn various art and animation techniques and apply these in the game making process.

What you'll learn

On this course, you will learn:

- **Skills Development:** you will explore key fundamentals of media practice, learning how skills are integrated and connect to generate developed outcomes
- **Creative Project:** you will apply the skills you have been developing throughout the programme to a creative project, that demonstrates your ability to self-direct a response to a brief, from inception to completed product

Assessments / Exams

You will be assessed through a combination of coursework and portfolio work.

A typical week

Three days a week on campus, working in a designated art/animation classroom on-site, with some virtual work.

Entry requirements

You will need to have GCSE Maths, English Language and two additional subjects at grade 4 (C) or above.

As part of the application process you will also be asked to explain why you want to study this course, so that we can ensure any course offer made aligns to your career goals.

What this course leads to

On completion of the National Foundation Diploma (1 year), you will be able to progress to the National Extended Diploma (2nd years).

The primary focus of the Level 3 Games Art & Animation Pathway is to progress into employment and higher education across a range of roles within the industry. Jobs available in these areas include:

- Game Artist
- Character Artist
- Lead Animator
- 3D Artist/Animator
- Concept Artist

Visit this course on our website: *https://barkingdagenhamcollege.ac.uk/find/courses/0000011082*

For further information please contact the college: *https://barkingdagenhamcollege.ac.uk/contact*