

Purpose Statement

Name of regulated qualification	
QAN: 601/7473/0	Title: Pearson BTEC Level 3 National Diploma in Digital Games Design and Development (720 GLH)

Overview
<p><i>The creative industries</i></p> <p>There are over 1900 video games companies in the UK, producing some of the most popular games in the industry, such as <i>Grand Theft Auto V</i>, <i>Batman: Arkham City</i> and <i>Moshi Monsters</i>. These are just a few of the global successes that are proving the UK to be a world leader in the games industry.</p> <p><i>Who is this qualification for?</i></p> <p>The Pearson BTEC Level 3 National Diploma in Digital Games Design and Development is equivalent in size to 2 A Levels and is aimed at students looking to progress to employment in this sector. The qualification has been designed in consultation with employers as a two-year programme of study, normally in conjunction with one or more qualifications at Level 3. It is intended as a Tech Level, and as such is designed to meet the Tech Bacc measure when studied alongside Level 3 mathematics and the Extended Project Qualification (EPQ).</p> <p>No prior study of the sector is needed, but students should normally have a range of achievement at Level 2, in GCSEs or equivalent qualifications.</p> <p><i>What does this qualification cover?</i></p> <p>Students make digital games, from initial concept to design, development and programming; and in doing so, they start to develop the technical skills to work in the games industry. They learn to work together in teams, and also individually, to produce vocational projects. Students understand the various roles and responsibilities in the industry – from technical artists to games developers and programmers to games testers – and how these individuals work together to create games. The qualification includes four mandatory units, students learn to write proposals and pitches for a commission, and to develop a games treatment outlining their ideas and concepts, as well as developing their production skills. Through optional units, students develop their technical skills in 3D animation and programming, and gain the skills to turn their concepts into a reality.</p> <p>As part of their course, students have to engage with employers from the sector. This could be through work experience or through employers contributing to teaching or assessment.</p>

What could this qualification lead to?
<p><i>Will the qualification lead to employment, if so, in which job role and at which level?</i></p> <p>The qualification has been designed in consultation with employers and will support application to entry-level roles in the games industry, or to further training and Apprenticeships, where appropriate. The focus on technical skills in the games industry allows students to apply for roles, such as:</p> <ul style="list-style-type: none"> • computer games tester • communities manager.

However, the majority of jobs in this industry are at graduate level and students are advised to apply for a degree in games design and development (or a related degree) to further develop their skills, or to apply for traineeships, such as:

- trainee games designer
- trainee technical artist
- trainee games producer.

Will the qualification support progression to further learning, if so, what to?

A significant proportion of recruitment in the games industry is at graduate level and students may wish to progress to further learning, which will support entry to a further range of careers in the sector. The qualification is intended to carry UCAS points and is recognised by HE providers as meeting admission requirements to relevant Foundation Degree and BTEC Higher National courses, such as:

- FSc Games Development
- FdA Games Design
- HND in Creative Media Production.

When studied with other qualifications in the study programme, such as an A Level or BTEC Extended Certificate in a different complementing sector, such as art and design, computer science or mathematics, students can progress to higher education on full degree courses, for example:

- BSc (Hons) in Computer Games Applications Development
- BA (Hons) in Games Design and Development
- BA (Hons) in Computer Games Art.

Students should always check the entry requirements for degree programmes at specific HE providers.

If there are larger and/or smaller versions of this qualification, or it is available at different skills levels, why should the student choose this one?

The **Pearson BTEC Level 3 National Diploma in Digital Games Design and Development** is a specialist technical qualification in games, equivalent in size to 2 A Levels. It will typically make up two-thirds of a study programme and can be taken alongside additional qualifications.

There are four further **Pearson BTEC Level 3 National Diplomas** in:

- Digital Publishing
- Film and Television Visual Effects
- Film and Television Production
- Sound Production.

These are specialist courses focused on particular areas of study in the media industries and are equivalent in size to 2 A Levels. They will typically make up two-thirds of a 16–19 study

programme and can be taken alongside other qualifications. They are intended as Tech Level qualifications, and as such are designed to meet the Tech Bacc measure when studied with the EPQ and Level 3 mathematics. The additional qualification(s) studied allow students either to give breadth to their study by choosing a contrasting subject, or to give their studies more focus by choosing a complementary subject.

The BTEC National suite in Creative Digital Media Production also includes the following qualifications.

The **Pearson BTEC Level 3 National Extended Certificate in Creative Digital Media Production** is equivalent in size to 1 A Level. It is for students interested in learning about the sector alongside other fields of study, with a view to progressing to a wide range of HE courses, but not necessarily media related.

The **Pearson BTEC Level 3 National Foundation Diploma in Creative Digital Media Production** is equivalent in size to 1.5 A Levels and is for students looking for a one-year course of full-time study, or alongside another area of study that contrasts or complements the Foundation Diploma in Creative Digital Media Production over a two-year, full-time study programme.

The **Pearson BTEC Level 3 National Extended Diploma in Creative Digital Media Production** is equivalent in size to 3 A Levels and is the largest qualification in the suite. It is intended primarily for students wishing to progress to further study of the sector in higher education.

This qualification is supported by the following organisations

Professional and trade bodies

TIGA
Creative Industries Federation
British Interactive Media Association

Employers

Autodesk
Milo Creative
TraceMedia
Lobo Bobo Ltd
Lancashire Digital
Made in Me

Higher education

University of East Anglia
University of Huddersfield
University of Chichester
Kingston University
Southampton Solent University
University of the West of England
Escape Studios