

Games Design

This engaging and flexible programme introduces learners to the fundamentals of game design, offering a cross-curricular approach that supports skills in English, ICT, Art & Design, and Media Studies. Through a structured exploration of storytelling, characterisation, and digital creativity, learners build confidence in expressing ideas while developing transferable skills in problem solving, collaboration, and critical thinking.

This course not only supports digital and creative literacy but also aligns with Gatsby Benchmark 4 (Linking curriculum learning to careers), offering insight into roles within the games industry and wider creative sectors.

The programme encourages independent thinking and creativity across and is easily integrated into digital media, enrichment, or project-based learning. It's especially engaging for neurodiverse learners, offering a flexible, interest-led approach that supports diverse learning styles and strengths—from storytelling and problem solving to visual and systems thinking.

Level 1 Certificate in Working in the Digital Industries

QAN – 60317498

Wednesdays, 10am – 3.30pm

8 places available

Age 14 - 19

Units

- Developing Audio Production - Make a Podcast about Gaming
- Imaging Software - Design Your Game World/Character
- Game Development - Plan Your Game Mechanics
- Teamwork Skills - Work Together to Produce a Game World
- Building a Personal Career Portfolio

Learners on the course must have an interest in gaming and/or design.

For more information contact:

Kerrie Suteu

Head of Creative Media & Digital

kerrie.suteu@cvlife.co.uk

