

Qualification factsheet

Qualification overview

Qualification title	NCFE Level 3 Certificate in Games Design and Development		
Qualification number (QN)	603/7518/8		
Total qualification time (TQT):	270	Guided learning hours (GL)	180
UCAS	This qualification has been allocated UCAS points. Please refer to the UCAS website for further details of the points allocation and the most up-to-date information.		
Entry requirements:	<p>This qualification is designed for learners who want to increase their knowledge, skills and understanding of both games design and games development and progress into specialist study or employment in the sector.</p> <p>Entry is at the discretion of the centre. However, learners should be aged 16 or above to undertake this qualification.</p> <p>There are no specific prior skills/knowledge a learner must have for this qualification. However, learners may find it helpful if they have already achieved a level 2 qualification.</p> <p>Centres are responsible for ensuring that this qualification is appropriate for the age and ability of learners. They need to make sure that learners can fulfil the requirements of the learning outcomes and comply with the relevant literacy, numeracy and health and safety aspects of this qualification.</p> <p>Learners registered on this qualification should not undertake another qualification at the same level with the same or a similar title, as duplication of learning may affect funding eligibility.</p>		

About this qualification

The purpose of this qualification is to give learners an introduction to the sector and the associated skills required across design and development roles within the games industry that incorporate both technical and creative knowledge and skills.

This qualification is designed for learners who want to increase their knowledge, skills and understanding of both games design and games development and progress into specialist study or employment in the sector.

Qualification structure

To be awarded the Level 3 Certificate in Games Design and Development, learners are required to successfully complete 6 mandatory units.

Mandatory units

Unit 01 Games industry
Unit 02 Research and pre-production in the games industry
Unit 03 Level design in games
Unit 04 Animation in games
Unit 05 Game scripting
Unit 06 3D modelling in games

Assessment

Internally assessed and externally quality assured portfolio of evidence

Progression opportunities

Learners who achieve this qualification could progress to:

- Level 4 Certificate in IT
- Level 4 Diploma in Software Development
- games design and/or games developer junior roles



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