



Course Choice Information – NPA Games Development – Levels 4, 5 & 6

Course Information & Content

Games Development is a growing area of study. With more games being created and marketed across the world than ever before, there is a high demand for experienced games designers and developers. This course is aimed at pupils who are interested in the area of games development, coding and digital content creation.

Previous study of Computing Science in S2-3 and a good grasp of Maths/numeracy as well as strong literacy skills would be an advantage to passing the course.

The course is split into three units:

Design

Pupils will learn to identify elements that make up a game, study different gaming genres and produce a proposal for their own game.

Media Assets

Pupils will develop skills in design and create their own characters, backgrounds, and sounds for their game. They will also identify sources of open media and plan the production for their game.

Development

Pupils will use a programming platform of their choice to code their own game. They will also test and evaluate their work.

Assessment

The course is continually assessed through ongoing work and successful completion of all outcomes, at an appropriate level, across all three units.

Homework

Homework will be set as necessary throughout the course to complement the work being done in the classroom. Access to a computer would be beneficial for pupils to access their materials at home.

Progression

N5 Computing Science/NPA Digital Media Level 4, 5 & 6/NPA Games Development Level 6/HNC/D Courses at College including Games Development/Degree courses at University/Apprenticeships

Career Options

A qualification in Games Development can give many career opportunities including: Games Content Designer/Game Designer/Game Programmer/Game Tester/Game Mechanic Designer/Character Artist/Animator/App Developer/Visual Effects Artists/Software Development and Testing roles/Project Management/Simulation and Augmented Reality development/Online entertainment developers

[More Information - SQA](#)

