

BTEC L3 Games Development

Program Overview

The BTEC Level 3 National Extended Certificate in Digital Games Production is a vocational qualification designed for learners aged 16 and over who are interested in pursuing a career in the digital games industry. It provides a solid foundation in both creative and technical aspects of game development, including areas such as animation, 3D modelling, scripting, and concept art. The course consists of two mandatory units—Digital Games Production and Digital Media Skills—alongside three optional units chosen from a range of topics that allow learners to tailor their studies to specific interests. Assessment is a mix of internal and external evaluations, with a strong emphasis on project-based learning and real-world scenarios.

Course Structure

The course is made up of both externally assessed exams and internally assessed coursework (NEA). You'll sit one 25hour exam and 4 pieces of coursework. This coursework is all on creating all aspects of a digital game. We use Unity, Blender, Piskel and other pieces of software.

Course Progression

This qualification is excellent preparation for a wide range of university courses and digital careers. You'll gain skills in planning, coding, design, testing, and evaluation, all of which are valued in the fast-growing tech and creative industries. It opens doors to degree courses in areas such as **Computer Science, Software Development, Games Design, Creative Computing, Digital Media**, and more. You'll also be well prepared for apprenticeships or entry-level roles in the Computing, Creative and Digital IT sector.

Course Units

The Extended Certificate includes both mandatory and optional units, with a strong focus on real-world games development

Mandatory Units:

- Unit 3—25 hour exam
- Unit 13—Digital Games Production

Optional Units (We will be doing these):

- Unit 33—2D Animation
- Unit 34—Game Engine Scripting
- Unit 42—Games Testing

Entry Requirements:

At least 5 GCSEs at grades 4 or above including **GCSE Maths and English**.

