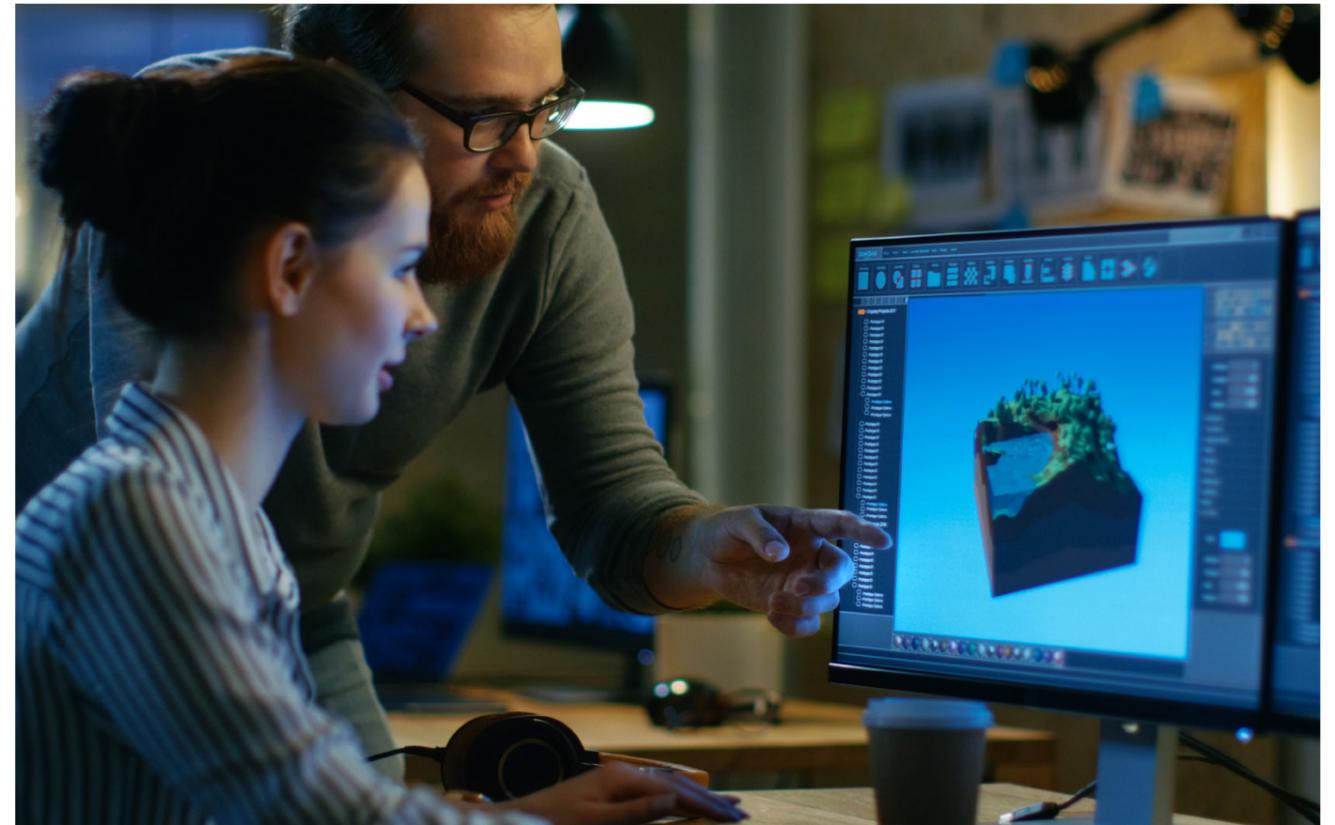# CAMBRIDGE SCHOOL OF VISUAL & PERFORMING ARTS

# Game Design

Aimed at individuals who live for games, this creatively and technically demanding one-week course explores the creative possibilities in developing your own game. Using a range of software packages to create 3D characters and backgrounds you will learn how to develop game narratives, characters and plots. You will begin to think and work like a games designer, understanding how to create game challenges, rules and logic. It will give you an important first step into understanding the games industry and ideal for students who are thinking about future development of their ideas into a more substantial piece of work.
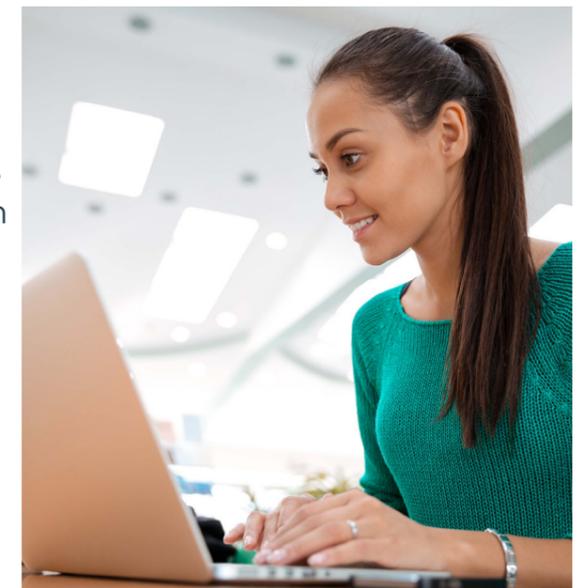
## WHAT'S INCLUDED

**TUITION**
25+ Hours tuition comprised of lectures and workshops working towards the presentation of a project

**ACTIVITIES**
5 evening activities per week, designed to be fun and interactive and provide our students the opportunity to socialise and make new friends.

**EXCURSIONS**
Full day excursions allow students to really get to know the UK. We use major destinations such as London as a classroom, where students will find creative and cultural information through guided walks and visits to museums and other places of interest.

**CERTIFICATE**
Awarded for the successful completion of the course and project presentation.

**LEARN FROM ART AND DESIGN PROFESSIONALS**
This programme will give you the chance to study in central Cambridge in a fun and creative environment led by experienced tutors at CSVPA.

**BROADEN YOUR SKILLS IN THE INDUSTRY**
Throughout the week, you will learn how to design and build a sector piece for a game, start to design the backdrops on paper and research using Padlet for mood boards You will also gain an understanding of concepts for games, game engines and will receive an introduction to texturing.

**DEVELOP YOUR SKILLS IN:**
Concepts for games | Designing and building a sector piece for a game | Texturing
Unity Games Engines | Maya

**PROGRESSION AT CSVPA**
Completion of the course can enable progression on to our University of the Arts London Awarding Body Extended Diploma or Foundation Diploma if you meet the UAL entry criteria for the course.

**Average class size**
10 students (Max)

**Accommodation**
Single en-suite room
Meals are included (breakfast, lunch and dinner)Excursions are also included

**Requirements**
Age: 14 – 18

International students should have at least an Upper Intermediate level of English

**Start Dates:**
Sunday 14th July 2024 (one week)

Sunday 21st July 2024 (one week)

**Price:**
£1,815 (one week)

## Programme Outcomes

1. You will have explored a range of practical concepts in creating a sector piece for a game

2. You will have had the opportunity to solve creative briefs through a range of techniques and skills guided by our highly experienced staff

3. You will have a basic understanding of game engines

4. You will be able to create basic texturing

| Week 1 | BREAKFAST | MORNING 08:00-12:00 | 12:00-13:00 | AFTERNOON 13:00-16:00 | 16:30 - 18:00 | EVENING 19:30-22:00 |
|---|---|---|---|---|---|---|
| Sunday | | Arrival, induction and campus tour | | | | Evening Activities |
| Monday | | Introduction to Photoshop. | LUNCH | Concept Art. | DINNER | Park Social Time - City View Ferris Wheel |
| Tuesday | | Introduction to 3D modelling. | | 3D modelling continued. | | Bowling /Ice Skating / Rock Climbing |
| Wednesday | | Introduction to Texturing. | | Introduction to Animation. | | Talent Show / Trashion Show/ Tie Dye Arts & Crafts |
| Thursday | | Game Engines and importing your assets. | | Game Engines continued. | | Cinema / Punting |
| Friday | | Compiling a Reel. | | Compiling a Reel. Portfolio sharing session. Certificate presentation. | | CSVPA Disco / Dance Party |
| Saturday | | Included Full Day Excursion: London (including gallery or museum visit and shopping time) | | | | Free Evening |
| Sunday | | Departure | | | | |

Sample timetables are illustrative only. We reserve the right to make changes without notice.