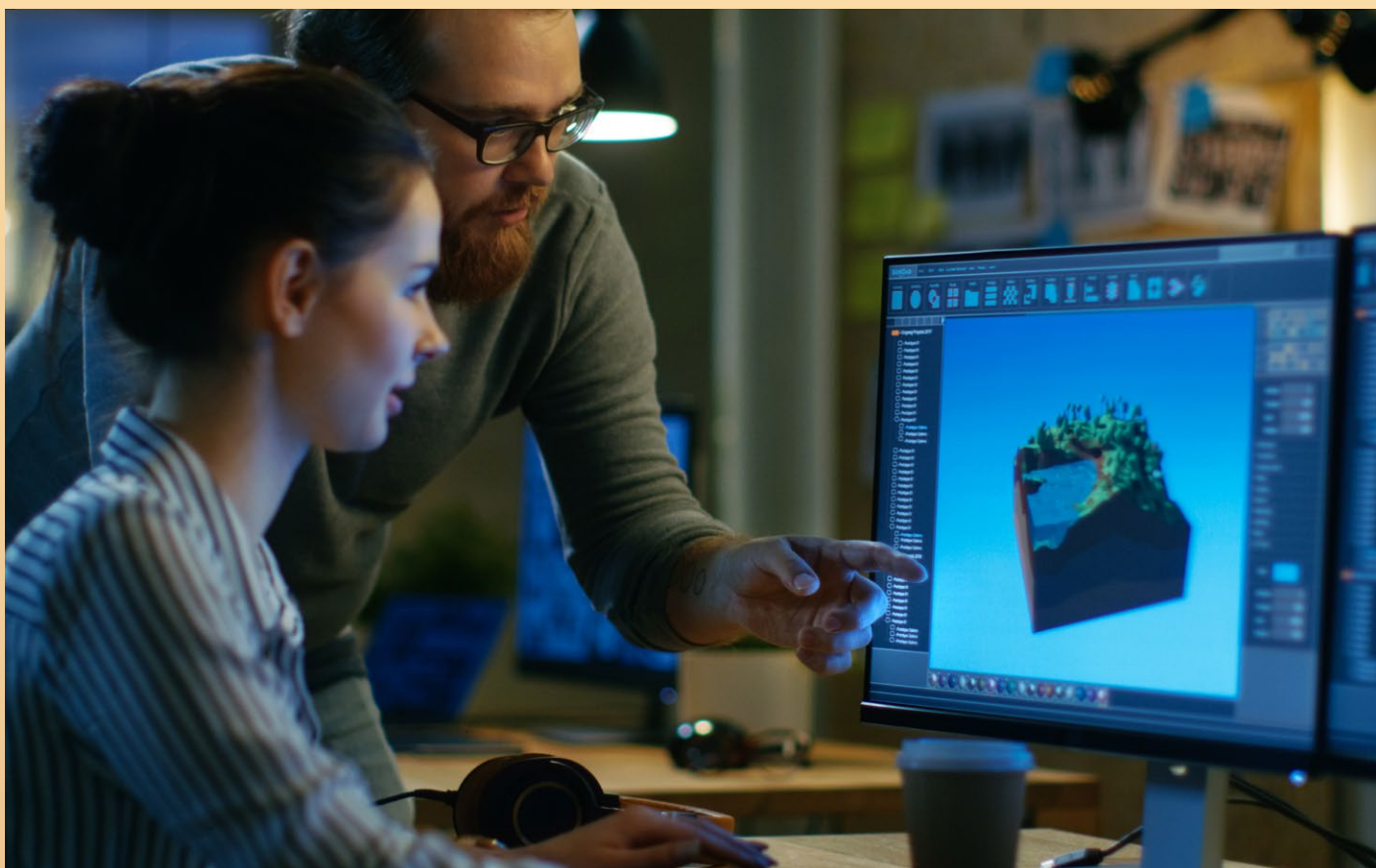


Game Design



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.

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

Average class size
14 students

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

Requirements
Age: 14+
International students should have at least an
Upper Intermediate level of English

Start Dates:
Sunday 17th July 2022 (one week)

Price:
£1,500 (one week)

Week 1	MORNING 09:00-12:00	12:00- 13:30	AFTERNOON 13:30-16:00	EVENING 19:30-22:00			
Sunday	Arrival, induction and campus tour			Evening Activities			
Monday	BREAKFAST	LUNCH	Play Sure Footing for Reference. Concepts for games. Start to design the. Backdrops on paper, research using Padlet for mood boards.	Club Night			
Tuesday				Introduction to Maya Introduction to 3D principles and concepts Live Demo of me showing the tools.	Bowling		
Wednesday				Introduction to UVs Live Demo of creating UVs	Late Night Shopping		
Thursday				Introduction to Texturing Live Demo of creating Textures for Sure Footing	Picnic in the park		
Friday				Game Engines Unity demo getting work into engine.	The Big Weekend		
Saturday				Included Full Day Excursion: Hatfield Place			Chill out Evening
Sunday				Departure			

This is a sample programme and all elements may be subject to change.