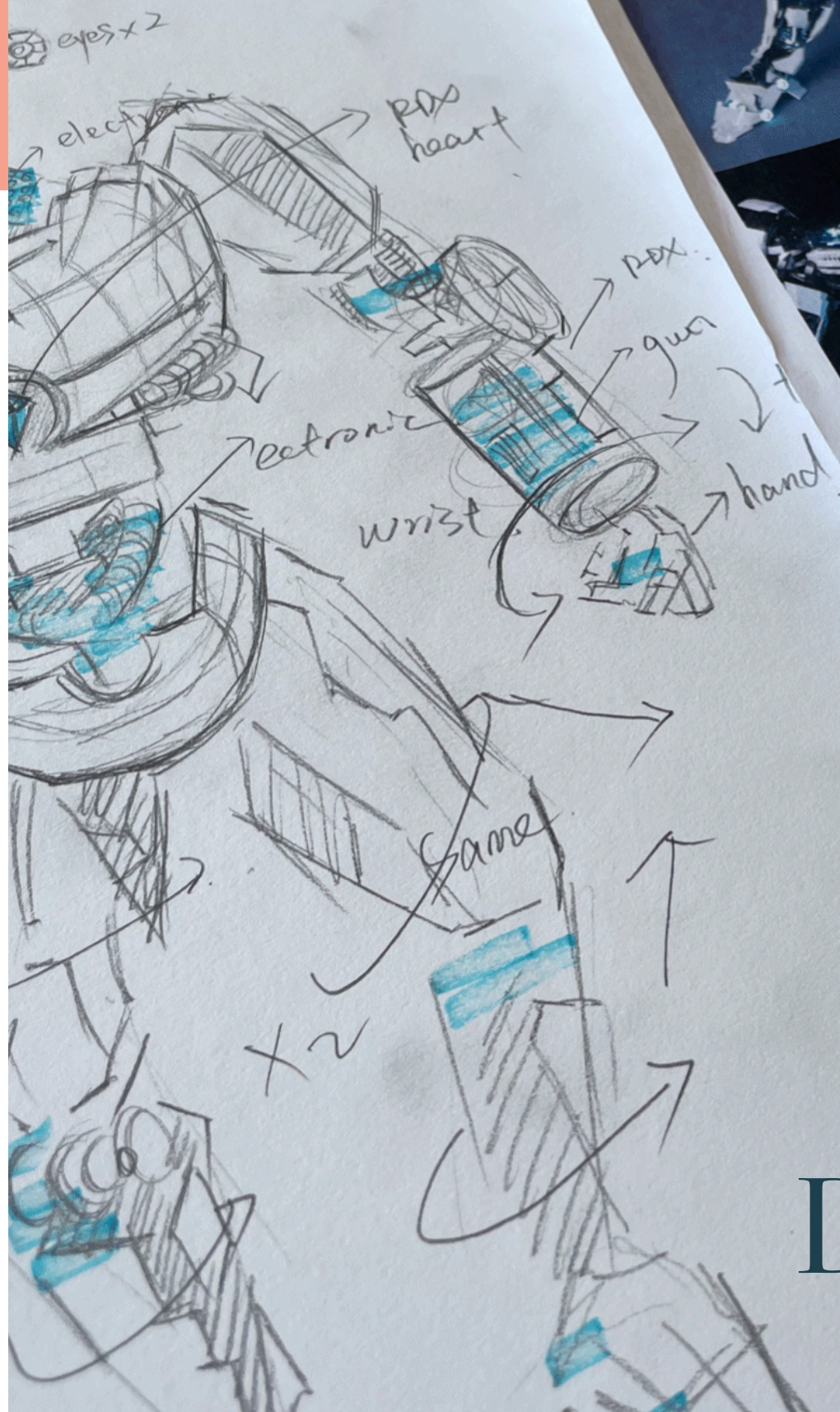
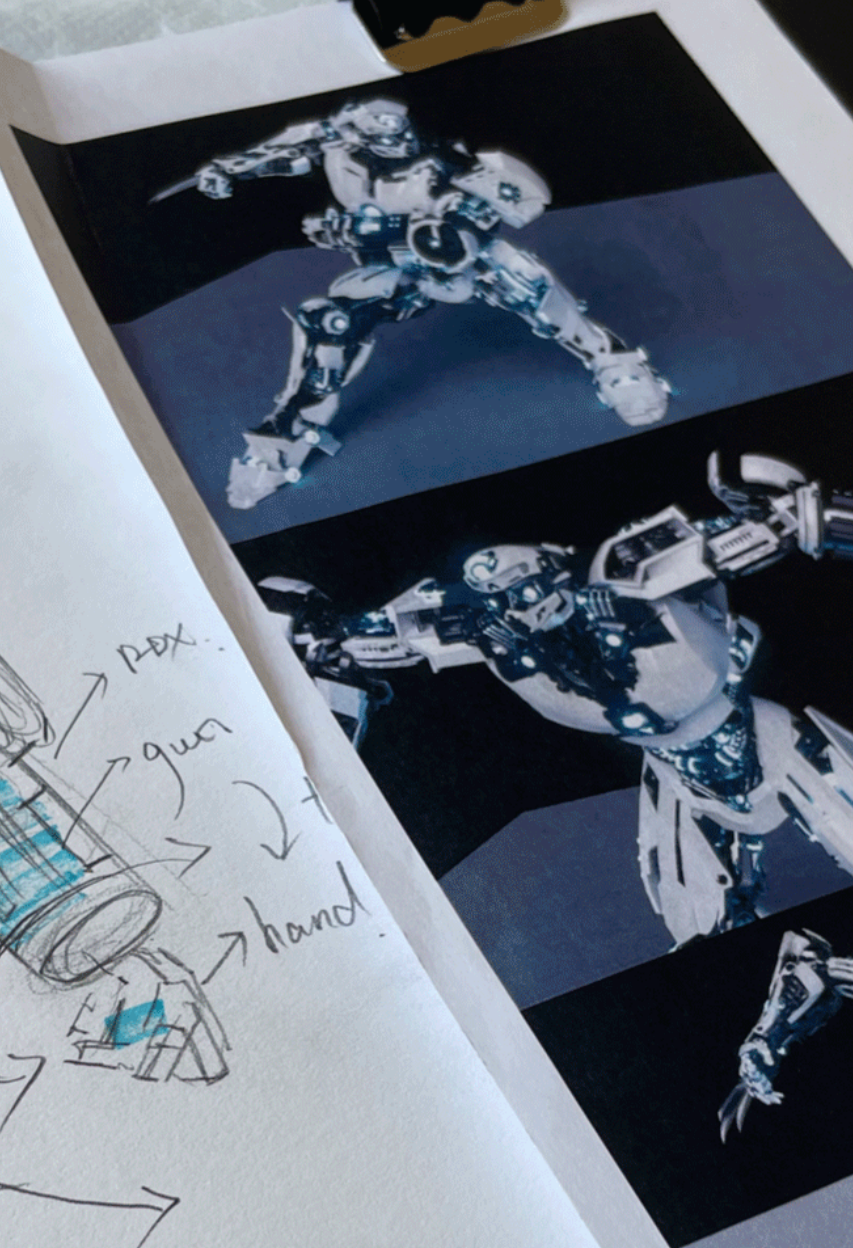
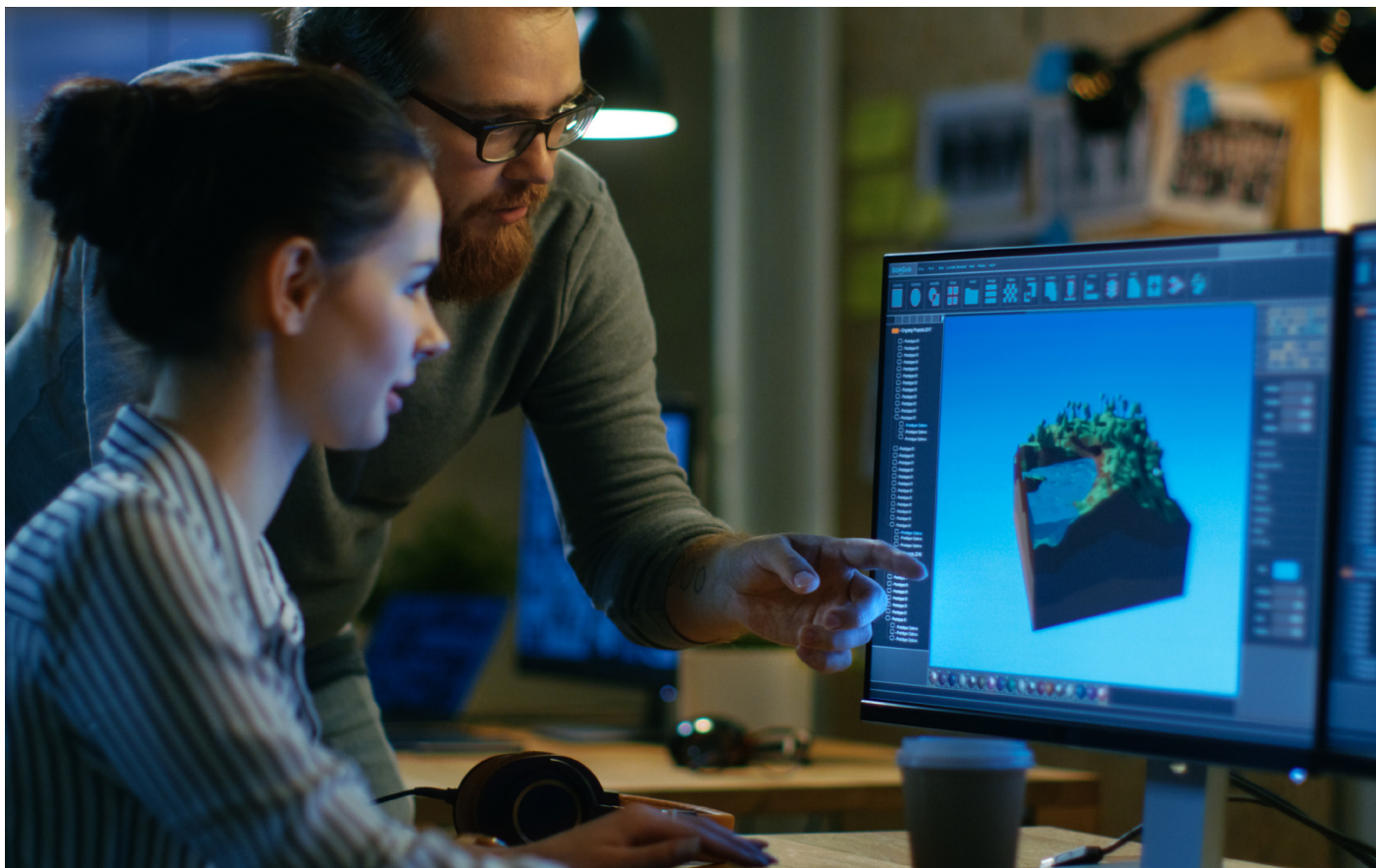


CAMBRIDGE
SCHOOL OF
VISUAL &
PERFORMING
ARTS



Game
Design





This 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 is ideal for students who are thinking about future development of their ideas into a more substantial piece of work.



WHAT'S INCLUDED



TUITION

30 Hours tuition comprised of lectures and workshops working towards the presentation of a project



ACTIVITIES

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



EXCURSIONS

1 Full day excursion per week allows 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.