Computing and Digital

FdA in Games Design

Campus: University Centre Rotherham
Code: U04HE07
Type: Full Time

About This Course

This course will provide you with an opportunity for you to fulfil your creative ambitions and develop your understanding of current Gaming development and design.

You will gain an overview of the whole design and production process. It will give you the knowledge, understanding and skills to enter a range of careers in the Games Development and Design industries.

This course is designed to equip you with the skills and knowledge required to thrive in the fast-paced and ever-evolving computer games industry. You'll gain hands-on experience with industry-standard software and equipment. The course is structured around assignments including practical experimentation, primary and secondary research and presentations.

What Will I Study?

You will explore and develop key areas such as game design, 3D modelling, and concept art. You'll also examine historical and professional practices within the gaming industry, gaining an understanding of the industry and requirements for employment.

Through practical design and development, you'll bring your ideas to life by developing your game project ideas. You will enhance personal professional development, working collaboratively on a narrative game concept while studying advanced narrative structures and 3D modelling techniques from concept to

completion.

Why Study Here?

The teaching team have a range of experience from practice within the industry with local, national and international networks. They can offer real-world advice and guidance to help develop your practice.

You will be based in our professional Games design studio spaces which provides a stimulating learning environment, working with industry-standard software such as Unreal Engine 5, Autodesk Maya, and Adobe Creative Suite.

Live projects are set by clients, and local and national studios where students can work in placements to gain insight into the industry and to develop their professional practice.

You will have access to the lecture programme at Sheffield Hallam University where you will be able to see professional games developers and designers and creatives and have access to their learning resources.

Entry Requirements

- A relevant Level 3 qualification or substantial relevant experience
- GCSE English and Maths at grade C/4 or above or equivalent
- A portfolio showcasing creative media work such as game concepts, design documentation, concept art, 3D modelling, or 2D animation
- All applicants who are non-native English speakers, or who have not studied the final two years of school in English, must have an IELTS score of 6.0 or above.

How To Apply

You can apply using our online application form and clicking the **Apply Now** button at the top of the page.

What Courses Can I Progress Onto?

After successfully completing the course, you can progress to a full degree at university (SHU).

PLEASE NOTE

We make every effort to ensure information within our online course directory is accurate and a true representation of the courses we are offering in 2026-27. However, we do reserve the right to make changes if necessary.

Last updated: 29th October 2026