

# DIGITAL GAMES PRODUCTION

OCR Cambridge Nationals Creative Digital Games Production Level 2

## Digital Games Production Course Overview

Digital games production is a part of the creative industries, a sector that outgrew the rest of the economy and generated £84.1 billion of value for the UK during 2014. The UK creative industries are renowned across the globe for driving growth and investment. There are approximately 1.8 million people employed in creative industries occupations in the UK, of which digital games production plays an important part. The jobs in this sector are varied and contribute to the quality of our digital games industry and film/TV special effects etc.



## How is the Course assessed?

Assessment is designed to fit the purpose and objective of the qualification. It includes a range of assessment types and styles suited to skills and occupationally-based qualifications at this level.



## What You Will be Doing?

This qualification has been developed in consultation with employers in the digital games sector to ensure learners develop the skills and behaviors that give them the best opportunity to be successful when applying for work. 83% of the qualification is mandatory and provides a foundation of skills, knowledge and behaviors expected by employers in the digital games production sector of the creative industries. These skills are central to understanding the diverse nature of the industry and to creating a successful portfolio. The mandatory areas learners cover include:

- digital production project (externally assessed)
- planning and pitching a digital media product
- digital testing
- narrative for digital media
- animation for digital media.

Learners can also choose one optional specialist unit, which builds on and extends their skills and knowledge. Learners will also enhance their broader skills in literacy and numeracy, which will be invaluable in supporting progression in other areas. In addition, they will develop transferable technical and practical skills in communication, research and teamwork.



## Is this Course for you?

This qualification is for learners who want to start a career in digital games production. It is designed for post-16 learners and can be taken as part of a wider study program. It is an ideal qualification for learners intending to progress directly to employment in the digital games production sector of the creative industries, or to a related Apprenticeship such as a TV production and broadcasting, or to a creative digital media Apprenticeship.



## What Could this Lead to?

Achieving this qualification will give learners an advantage when applying for an entry-level job in the creative industries. The types of jobs include: • games tester and app developer • junior level designer. When studied as part of a full study program, this qualification also gives learners a sound basis to progress further in the creative industries to a Level 2 Apprenticeship, for example in visual effects and creative digital media, or to a Level 3 qualification such as a Pearson BTEC Level 3 National Diploma in Digital Games Design and Development.



## Who can I contact for further advice or support?

Mr Singh, Head of DT: [hsingh@sjbc.wandsworth.sch.uk](mailto:hsingh@sjbc.wandsworth.sch.uk)