## Curriculum Model / Roadmap

**Intake pathways**
- **Level 3 Vocational route - UAL, BTEC, Cambridge Tech in related subject**
- **Access to HE - relevant pathway (Games/ Digital media etc.)**
- **A/AS Level - relevant subjects**

**Level 4 - Year one HNC Creative Media Production - Game Development Delivered in College**
- **U1 - Individual Project (Pearson-set)**
- **U2 - Creative Media Industry**
- **U3 - Professional Practice**
- **U21 - Game Development Practices**

All learners complete these units. U36, 37 & 45 are mandatory. U47 as this is a course/incubation studio USP.

**Units 1 through to 23 are Pearson set core/specialist units and U30 and U35 are centre chosen based on core skills need – informed by industry input and local need. U21, U23, U30 and U35 would ideally be live client briefs. Unit 1 is externally set by Pearson - but can be contextualised for local use.**

**Year Two - Level 5 - HND CMP - Game Development - Delivered in incubation studio - Subject Specialist Pathways**

- **U36 Collaborative Project (Pearson-set)**
- **U37 Personal Professional Development**
- **U44 Advanced Game Development Studies**
- **U47 Emerging Technologies**

Specialist pathways chosen by learners, but the ratio will also be informed by client needs for the studio - (for example - should a client need more developers and 3D specialists than animators the studio could have a ratio of 4:4:2)

**Mobile / Developer Pathway**
- **U48 - Mobile Game Development**
- **U70 - Scripting for Games**
- **U71 - Work Based Learning**

**3D Pathway**
- **U61 - Advanced 3D Modelling**
- **U75 - Environment & Level Design**
- **U71 - Work Based Learning**

**Animation/ Narrative Pathway**
- **U60 Advanced Animation**
- **U65 Narrative**
- **U71 - Work Based Learning**

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