

Institute of Coding Skills Bootcamp

Intro to Video Game Design

Location: Cardiff **Cost:** Free

Contact Hours: One evening per week, 10 weeks

Synopsis:

The Introduction to Video Game Design micro-credential will give you an overview of the early development pipeline of a video game.

You will learn how every video game starts out, from creating a Game Design Document and concept art, through to making the first rough block-out of a game level in a suitable game engine and testing the game mechanics and player experience. You will learn about level design, industry standard practices, and the role of the narrative structure – how storytelling can help create a sense of immersion in video games.

By the end of the micro-credential, you will have made your first steps into the world of game design and development.

By the end of the micro-credential, you will understand the fundamentals of programming and how you can ideate and design original creative works through the medium of software.

Notes:

The course is open to everyone who has an interest in video games and how they are made.

Assessment:

A level demonstration and a written game design document of about 1,500 words.

Syllabus:

Creating a Game Design Document; Producing concept art; Creating a prototype level in a game engine