

HIGHER CERTIFICATE IN GAME DESIGN AND PRODUCTION



QUALIFICATION

Higher Certificate in Game Design and Production
(SAQA ID No: 110793, NQF Level 5)



GAMES

OVERVIEW

Higher Certificate in Game Design and Production programme equips students with the knowledge and practical skills to create games with a strong focus on technology and creativity. The curriculum aims to contribute to the growth, quality and competitiveness of the graduates entering the African and international gaming industries.

PROGRAMME CONTENT INCLUDES

- Game studies: storytelling and game theory
- Digital imaging: creating 2D imagery
- Scripting: coding for games
- UI design: enhancing the game-user experience
- Game production: understanding the basics
- Asset design: building digital models/props
- Introduction to game engines

HOW WILL THE PROGRAMME RUN:

- The theory part of the programme is online learning. (done by yourself from the comfort of home)
- When a module requires a practical component you have the opportunity to book studio time at a campus nearest to you, or alternatively make use of your own studio or a private industry studio.
- The Campuses are open in the evenings Tuesday – Thursday 4.30pm – 8pm, and Saturday from 9am – 3pm
- The practical modules require applied studio time of 2.5–3 hrs per week.



ADMISSION REQUIREMENTS

- National Senior Certificate with Higher Certificate entry or equivalent



DURATION

18 months, 5–10 hours per week, module dependant



START DATE

March, August, September



DELIVERY

Online learning (blended with practical studio work)