HIGHER NITEC IN TECHNOLOGY – GAMES ART & DESIGN

Course Code: HTGAD

COURSE OBJECTIVE
This course provides students with the skills and knowledge to create art assets for the production of games on various platforms.

COURSE STRUCTURE

S/N	Module Details	Module Code	Module Objectives
C1	**Game Design Principles** 48 hrs (T) 72 hrs (P) Credits: 7 Prerequisite: Nil	GD4111FP Equivalent Codes GD4005PA GD4101FP	On completion of the module, students should be able to conduct market research, determine game genre and features, create game design documents, integrate game audio and craft gamification approaches. They will also be able to build and present mini prototypes.
C2	**Game Level Production** 30 hrs (T) 90 hrs (P) Credits: 7 Prerequisite: Nil	GD5111FP Equivalent Codes GD4006PA GD5101FP	On completion of the module, students should be able to outline game stories, analyse user interface (UI) requirements, create game scenes, conduct peer review sessions and refine game designs.
C3	**2D Game Asset Creation** 36 hrs (T) 84 hrs (P) Credits: 7 Prerequisite: Nil	GD4213FP Equivalent Codes GD4007PA GD4203FP	On completion of the module, students should be able to conduct art direction research, sketch game environments, prepare 2D art asset requirements, create sprite sheets and graphical user interfaces. They will also be able to produce and perform checks on final 2D artworks.
C4	**3D Modelling and Texturing for Games** 24 hrs (T) 96 hrs (P) Credits: 6 Prerequisite: Nil	GD4214FP Equivalent Codes GD4008PA GD4204FP	On completion of the module, students should be able to prepare 3D art asset requirements and create game characters, environments, props and lighting in game engine. They will also be able to optimise art assets, produce and perform checks on final 3D artworks.
C5	**3D Rigging and Animation for Games** 36 hrs (T) 84 hrs (P) Credits: 7 Prerequisite: Nil	GD5212FP Equivalent Codes GD5104PA GD5202FP	On completion of the module, students should be able to create character and object rigs, and animation keyframes. They will also be able to perform test rendering, optimise art assets and integrate game assets into game engine.
C6	**Game Portfolio Development** 36 hrs (T) 84 hrs (P) Credits: 7 Prerequisite: Nil	GD5213FP Equivalent Codes GD5105PA GD5203FP	On completion of the module, students should be able to create game trailers and build portfolio webpages.

Abbreviations: T – Theory, P – Practical

CREDITS FOR CERTIFICATION
Total of 41 credits from successful completion of 6 modules.

VENUE
ITE College Central

Note:
1) The training schedule of lessons is subject to change.
2) Depending on the demand, not all the modules in the CET *Higher Nitec* in Technology courses will be offered in each intake. Where the modules are offered and there is insufficient enrolment, the classes will be cancelled and a full refund will be given to the affected students.