

MEDIA

at BCoT

Game galore at BCoT

A Games Convention was held at BCoT recently offering students the opportunity to discover the world of computer gaming, technology and new media.

The event was organised by Jim Lynn, Programme Manager in Media Technologies at BCoT and Manny Latina, Coordinating Lecturer in Media. Jim said:

“Following the success of the Games Convention last year, we decided to run the event on an even bigger scale, inviting Year 10 students from local schools.

Learners were able to take part in a LAN Party games competition, try their hand at concept art and play on other platform games (Wii, Xbox 360 and PS3). It was a fantastic day and students stayed with us all day playing the games and even drawing some concept art.”

Learners from local schools had a tour of the facilities at BCoT and were shown how the LAN games were set up. They also tried out a variety of suitable games and art tasks. The feedback from their teacher was really positive and she was delighted with the way the students took part in the session. Jim added:

“There was a lot of hard work put into hosting the Games Convention, but Manny and I are really pleased with how it all went. We had such positive feedback from both BCoT and visiting students that it makes it all worthwhile. We will definitely be running it again next year.”



Games Development The Games Room

Students starting Media courses at BCoT are enjoying up to date facilities which includes:

- A full range of game consoles
- Large screen televisions and LCD monitors
- 2D and 3D animation software
- High specification personal computers

The computer games industry is strong and thriving, and the expansion of the home entertainment market is expected to continue this trend for the foreseeable future. Our courses have been developed in close consultation with industry representatives and provide challenging but enjoyable programmes of study.



This course at BCoT is designed to prepare students for careers or higher education in game development. The demand for game developers comes from a variety of industries including entertainment, education, government, and consumer products. More and more people are using the Internet, CD-ROM / DVD-ROM, kiosks, computer displays, and other digital equipment to pursue games of strategy, skill, interest and entertainment. Strong emphasis is placed on developing the hands-on component, which is offered through courses in game design and development, traditional and digital imaging, authoring, animation and programming. Students complete individual and team-based projects.

Annual Games Conference in Leipzig

Each year games students get the opportunity to visit a world renowned games conference to experience and see the new innovations happening in the games industry.



For more information please contact Allan
on 01256 306392 or email nextyear@bcot.ac.uk

BASINGSTOKE
COLLEGE OF
TECHNOLOGY

BCoT

MEDIA COURSES @ BCoT

Introduction to Creative Technologies

Entry Level – 1 year

Course Code: CF28

This new one-year course gives students an introduction to the world of creative technologies including- media, music, information technology and art and design. It provides the skills, knowledge and the understanding to progress to a Level 1 qualification.

You will develop skills in IT, Internet Applications, Digital Photography, Animation, 3D design and Mixed Media.

This course will give you the foundation level skills to enable you to move up to the next level.

Entry Requirements

3 GCSEs at grade G or above and a subject requiring English and a successful interview.

Method of assessment

Ongoing assessment by both written and practical assignments.

Progression

Further study (typically a Level 1 course in Creative Technologies and Creative Media).

Creative Media Level 1 Diploma – 1 Year

Course Code: CF29

This course offers study in a wide range of creative subjects, these include both 2D and 3D art and design, photography, website design, fashion, textiles, video production and music technology. We encourage you to be creative and experiment during your course and you will produce work for an end of year exhibition.

Entry Requirements

4 GCSEs at grade E or above including English and preferably Maths and Science and a strong interest in art, design and media.

Method of assessment

Continuous assessment by both written and practical assignments.

Progression

Further study (typically a Diploma in Art & Design, Creative Media Production or other Level 2 course).

Creative Media Production BTEC Level 2 Diploma – 1 Year

Course Code: CF32

This exciting course will introduce you to the world of video and animation. You will look at digital graphics as well as photography techniques and have the opportunity to work on a live project.

Entry Requirements

4 GCSEs at grade D and above including English and Maths or a Level 1 in Creative Media.

Method of assessment

Continuous assessment with written and practical assignments. You will undertake work experience to improve your practical skills and knowledge.

Progression

Further study, typically a Level 3 course or an apprenticeship.

Creative Media Production BTEC Level 3 Extended Diploma – 2 Year

Course Code: CF36

This amazing course will allow you to choose from two pathways.

The Media route looks at advertisement production, music video production, photography and production management. You'll learn how to understand the creative media sector and carry out media research.

The second pathway takes the Games route looking at 2D and 3D animation, flash computer games and computer game design.

Entry Requirements

5 GCSEs grade A-C (to include English and preferably Maths and Science) or a Level 2 course at merit grade.

Method of assessment

Continuous assessment with written and practical assignments.

Progression

This course is a recognised route to university, employment or a higher apprenticeship.



What Next?

Students from Media Games Development courses recently went on to study at:

The University of Bournemouth
University of Portsmouth
Southampton Solent University

What Next?

The following universities offer ideal progression for students completing the Interactive Media course:

University College Falmouth
University of Wales and Swansea
Bucks New University