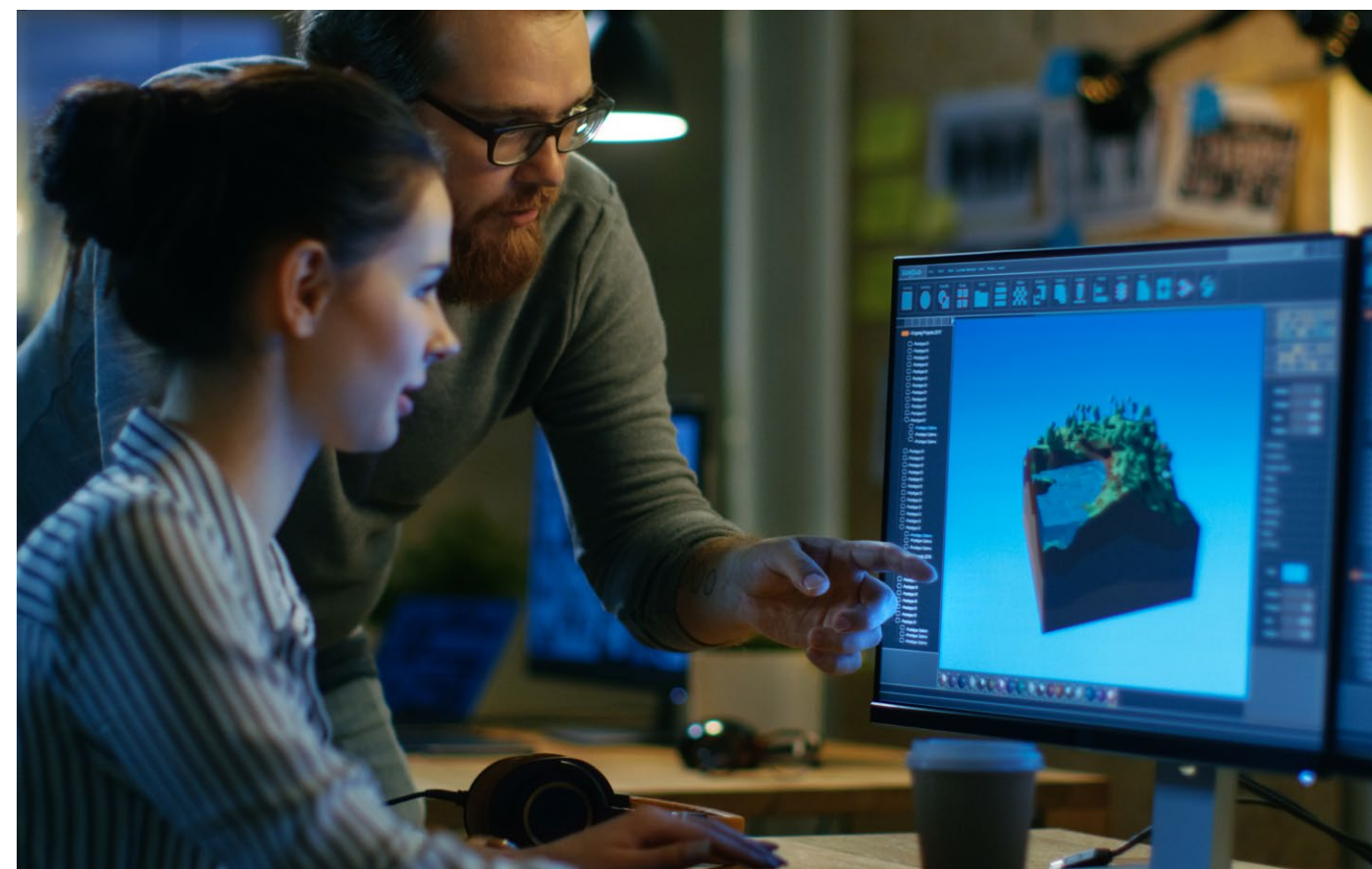


Game Design



This one week course explores the creative possibilities in developing your own game. Using a range of software packages to create 3D characters and backgrounds you will learn how to develop game narratives, characters and plots. You will begin to think and work like a games designer, understanding how to create game challenges, rules and logic. It will give you an important first step into understanding the games industry and is ideal for students who are thinking about future development of their ideas into a more substantial piece of work.



WHAT'S INCLUDED



TUITION

25+ Hours tuition comprised of lectures and workshops working towards the presentation of a project



ACTIVITIES

5 evening activities per week, designed to be fun and interactive and provide our students the opportunity to socialise and make new friends.



EXCURSIONS

Full day excursions allow students to really get to know the UK. We use major destinations such as London as a classroom, where students will find creative and cultural information through guided walks and visits to museums and other places of interest.



CERTIFICATE

Awarded for the successful completion of the course and project presentation.

LEARN FROM ART AND DESIGN PROFESSIONALS

This programme will give you the chance to study in central Cambridge in a fun and creative environment led by experienced tutors at CSVPA.

BROADEN YOUR SKILLS IN THE INDUSTRY

Throughout the week, you will learn how to design and build a sector piece for a game, start to design the backdrops on paper and research using Padlet for mood boards You will also gain an understanding of concepts for games, game engines and will receive an introduction to texturing.

DEVELOP YOUR SKILLS IN:

Concepts for games | Designing and building a sector piece for a game | Texturing
Unity Games Engines | Maya

PROGRESSION AT CSVPA

Completion of the course can enable progression on to our University of the Arts London Awarding Body Extended Diploma or Foundation Diploma if you meet the UAL entry criteria for the course.

Expected class size
6-10 students

Accommodation

Single en-suite room
Meals are included (breakfast, lunch and dinner)Excursions are also included

Requirements

Age: 14 - 18

International students should have at least an Upper Intermediate level of English

Start Dates:

Sunday 28th June 2026 (1 week)

Sunday 5th July 2026 (1 week)

Sunday 12th July 2026 (1 week)

Sunday 19th July 2026 (1 week)

Programme Outcomes

1. You will have explored a range of practical concepts in creating a sector piece for a game
2. You will have had the opportunity to solve creative briefs through a range of techniques and skills guided by our highly experienced staff
3. You will have developed a deeper understanding of game engines and be able to create basic texturing

SAMPLE PROGRAMME

Week A	08:30 – 09:30	MORNING 09:30-12:30	12:30 – 13:30	AFTERNOON 13:30-16:30	16:30 – 18:00	EVENING 19:30-22:00
Sunday	Arrival, induction and campus tour					Evening Activities
Monday	BREAKFAST	Introduction to Photoshop.	LUNCH	Concept Art.	DINNER	Park Social Time – City View Ferris Wheel
Tuesday		Introduction to 3D modelling.		3D modelling continued.		Bowling /Ice Skating / Rock Climbing
Wednesday		Introduction to Texturing.		Introduction to Animation.		Talent Show / Trashion Show/ Tie Dye Arts & Crafts
Thursday		Game Engines and importing your assets.		Game Engines continued.		Cinema / Punting
Friday		Compiling a Reel.		Compiling a Reel. Portfolio sharing session. Certificate presentation.		CSVPA Disco / Dance Party
Saturday		Included Full Day Excursion: London (including gallery or museum visit and shopping time)				
Sunday	Departure					

Sample timetables are illustrative only. We reserve the right to make changes without notice.