



for Vocational Education - للتعليم المهني

# Pearson BTEC Level 5 Higher National Diploma in Digital Technologies

## GAMES AND ANIMATIONS التصميم في العالم الافتراضي

### PROGRAM OUTLINE

Learners will gain proficiency in game development, including skills in programming, game design principles, and game engine usage.

They will acquire knowledge and skills in animation principles, including 2D and 3D animation techniques, character animation, rigging, and animation software proficiency.

Learners will be able to design interactive experiences for various platforms, including games, mobile apps, VR/AR environments, and interactive installations.

### ENTRY REQUIREMENTS



#### Academic Requirement

- Grade 12 Highschool Certificate with Pass Grade or Level 3 Vocational qualification in the relevant field.



#### English Language Requirement

Non-native English speakers and who have not carried out their final two years of schooling in English can demonstrate ability at a standard equivalent to:

- PTE Academic 51, or
- IELTS 5.5 (reading and writing must be at 5.5)



1

Transfer to more than 200+ universities worldwide as 3rd year student for top-up bachelor's degree



2

Proceed to Vocational Qualification in the same field



3

Direct Employment in the relevant fields



4

Start and manage you own business



HIGHER  
NATIONAL  
LEVEL 5  
DIPLOMA



BTEC Higher National Diploma is a UK Vocational Level 5 Education Qualification

Awarded by



Regulated by



Approved by



ALDAR Academy for training  
Dubai - United Arab Emirates



# CAREER OPPORTUNITY

Graduates of a Games and Animations program have diverse career opportunities in the gaming, animation, and interactive media industries.

Here are some potential career paths they can pursue:

- Game Developer
- Animator: Creating 2D or 3D animations for films, TV shows, commercials, and videos
- Professional Game Designer
- Character Artist: Designing and modeling characters and creatures
- Environment Artist: Creating 2D and 3D environments
- UI/UX Designer
- Sound Designer and Games Producer
- Educator or Trainer
- Entrepreneur: Starting their own game studio/animation studio

# STUDY PLAN

- Total Guided Learning Hours (GLH) Higher National Diploma (HND) = 960 hours
- Qualification credit value of 240 credits of which 120 credits are at Level 5, and 120 credits are at Level 4
- Total Qualification Time (TQT) Higher National Diploma (HND) = 2,400 hours
- There is a required mix of core, specialist, and optional units.

## YEAR 1

Professional Practice in the Digital Economy

Innovation & Digital Transformation

Cyber Security

Programming

Big Data & Visualisation

Cloud Fundamentals

Principles of Animation

Game Development

## YEAR 2

Business Intelligence

Internet of Things

Emerging Technologies

3D Sculpting for Virtual Reality (VR) & Augmented Reality (AR)

Advanced Rendering & Visualisation

Advanced Animation

Digital Sustainability

Work-based Learning in the Digital

Economy



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