Digital Games Design Level 3

1. **View our courses [here](#)**

2. **Exam board specification:**

   https://qualifications.pearson.com/content/dam/pdf/BTEC-Nationals/creative-digital-media-production/2016/specification-and-sample-assessments/Spec-BTEC-NatEx-Certificate-Creative-and-Digital-Media.pdf

3. **Suggested reading list, websites, pod casts, films etc.**

The first theory topic, which will be taught alongside coding, will be data. One of the software tools we will be using on the course is **Blender** which is a multi-purpose 3D creation suite. It is free to download and has many online tutorials. Another tool is **Game Maker** which along with **Utility** we will use to develop computer games.

Reading up on any or all of these over the summer will support your learning next year.

4. **A summer learning activity/task**

Download Blender https://www.blender.org/ and work through online tutorials.