

a Game*ANGLIA programme

LEVEL UP



A COURSE IN MAKING GAMES
DESIGNED BY PEOPLE WHO MAKE GAMES!

Sign up by **December 2020** at levelup.gameanglia.co.uk.
Courses start **February 2021**.



What is LEVEL UP?

- A 16-week game development course for young people aged 16-25 who are not in employment, education or training (NEET)
- Designed by Game Anglia, a Community Interest Company growing the games industry in the East of England
- Delivered by professional educators and game developers
- Delivered in partnership with the Games courses at the University of Suffolk and made possible by LIFT
- Focused on horizontally-transferable skills such as project management, user experience design and programming

Project timeline



Programme

Weeks 1-4

Business & Game Production

Week 1: Fundamentals of business in games: how businesses operate and how games make money

Week 2: Writing a business plan for your game

Week 3: Planning game development: intro to project management

Week 4: Agile management systems for games

Weeks 5-8

Art (UI/UX)

Week 1: Software introduction (UI/UX) and game concepting

Week 2: Colour theory and research skills for game development

Week 3: Introduction to User Experience (UX) design. Design your game's flow and first level

Week 4: Accessibility in games: why everybody should be able to play your game. Design the rest of your game's screens and levels.

Weeks 9-12

Programming

Week 1: Software introduction to Unity game engine. How to make a point and click game

Week 2: Programming basics: Give your game a beginning and an end

Week 3: Importing your Month 2 drawings, concepts and assets into Unity and linking them into a working game

Week 4: Monetisation: implementing a basic payment system for your game

Weeks 13-16

Game Publishing

Week 1: Game publishing: how to create a Google Play Developer Account

Week 2: Game publishing: uploading a draft of your game on the Google Play Store

Week 3: Playtesting and polishing your game

Week 4: Release your game on the Google Play Store and make your first £1

Skills for participants

Technical skills:

- Programming principles, with a possibility to branch into C# programming for talented students
- Adobe CC suite skills, specifically Photoshop and XD, standard tools in the 2D art industry
- Google Play Store and Google Analytics
- Trello project management tool

Soft skills:

- Team work
- Critical thinking
- Problem solving
- Working to a deadline
- Communication
- Resilience
- Public speaking and presentation skills

Applying

Apply Now.

Fill in the below and a member of our team will get in touch as soon as possible to confirm your eligibility.

Full Name* Email Address*

Date Of Birth*

Why Do You Want To Take Part In The My Level Up Programme?*

Eligibility

- I live in Suffolk.
- I am currently not in employment, education or training.
- I can commit 60 hours to taking part in this programme, if selected.
- I am between 16-24 years of age.

[Send My Application](#)

We will only use your details to contact you about the Level Up programme. We will only contact you from an '@gameanglia.co.uk' email address.

- The application can be done in one of two ways:
 - Applying directly on the LEVEL UP website: <https://levelup.gameanglia.co.uk>
 - Sending an email to levelup@gameanglia.co.uk with the following details:
 - Name, date of birth and postcode of applicant
 - Reason why the applicant wants to take part
- After the initial submission, a member of the Game Anglia team will reach out to the applicant and two interviews will take place
 - Soft skills interview, to see a psychographic fit for the programme
 - Technical skills interview (participants must be IT and English literate)
- Offers to the programme will be made on an on-going basis until we reach our participant limit (10-15 participants)

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Course delivery

- At the moment, all workshops are planned to take place on Saturdays, between 10AM - 3PM, at the University of Suffolk in Ipswich
 - Financial support for transport is available to participants
- All workshops will also be livestreamed, for participants who prefer attending online events
- In case we deem it unsafe for a workshop to be delivered live, we will do our best to accommodate online-first delivery
 - We are currently exploring whether we can help participants who do not have access to a PC or laptop, but at the moment having access to a PC or laptop is a participation requirement

Course delivery

- Workshops are structured into:
 - The technical presentation and hands-on experience, e.g. drawing your main character
 - A inspirational talk from a partner, on topics such as applying for college/university, creating your CV or applying for funding
- Inspirational talks are going to be presented by partners:



We want to chat if you have any questions, recommendations or thoughts!

Email us at
levelup@gameanglia.co.uk

<https://levelup.gameanglia.co.uk>