

Why centres work with AIM

Training and events

We offer a range of specifically designed training events for all our centres throughout the year. These include: EV Roadshow, workshops, systems/portal training etc.

Dedicated support

- Moderators and examiners with subject specific knowledge and experience
- Responsive, friendly, named, customer experience advisors
- A dedicated centre lead to monitor your organisation's quality assurance systems to ensure compliance

For more information

For more information or to download our qualification handbooks, visit: www.aimgroup.org.uk/qualifications

Online

www.aimgroup.org.uk/qualifications

Email

enquiries@aimgroup.org.uk

Call

+44 (0)1332 341822

AIM Qualifications and Assessment Group, 3 Pride Point Drive, Pride Park Derby, DE24 8BX

AIM has over **500 nationally accredited and regulated qualifications** across many sectors, including:

- Creative
- ESOL
- Specialised
- AIMVOCs
- Education
- Counselling and therapeutic
- Foundation learning

With more in development...

AIM Qualifications and Assessment Group

We are a leading, international, Awarding Organisation (AO) and a registered apprenticeship End-Point Assessment Organisation (EPAO). We are specialists in the creative industries sector and offer a range of qualifications for learners who work in, or want to work in, the creative and cultural sector. Many AIM qualifications are included within relevant apprenticeship frameworks issued by Creative and Cultural Skills Industries.

We are regulated by Ofqual, and licensed by the Quality Assurance Agency for Higher Education (QAA) to award and certificate the Access to Higher Education (HE) Diploma. We are a member of the Creative Industries Federation and the British Interactive Media Association (BIMA).



AIMQUALIFICATIONS



Creative subjects

Games, Animation and VFX Qualifications

Level 3 Diploma and level 3 Extended Diploma

AIM Qualifications in Games, Animation and VFX Skills

Level 3 Diploma and Level 3 Extended Diploma

This Level 3 qualification in Games, Animation and VFX Skills is aimed at students aged 16+. The Extended Diploma is comparable with three A Levels and comes with UCAS points so can be used to progress to University or a Higher Apprenticeship.

The course is written by industry to meet their skills needs and is the only industry backed course of its kind.

The qualification

The qualification is suitable for anyone interested in a career in a wide range of jobs in creative and digital media roles or to move into an apprenticeship or higher education.

The course contains the following components:

- Art Fundamentals for the Games, Animation and VFX Industries
- Core Principles of Game Design
- Fundamental Animation Skills for the Games, Animation and VFX Industries
- Fundamental Product Programming Skills
- Maths and Logic Fundamentals for the Games, Animation and VFX Industries
- VFX Fundamentals for the Games, Animation and VFX Industries
- 3D Tools: Creative and Technical 3D Modelling
- Production Management for the Games, Animation and VFX Industries
- Emerging Technologies/Trends in the Games, Animation and VFX Industries
- Images and Sounds for Imagined Worlds
- Story/Playboarding
- Working in the Games, Animation and VFX Industries

Delivered through NextGen

Training providers/colleges have the choice to join the NextGen family and benefit from experiential learning and expert input for their learners.

The NextGen Skills Academy brings industry and education together. They work closely with specialist employers across games, animation and VFX including: Blue Zoo, Double Negative, Framestore, MPC, Sony Interactive Entertainment Europe, Ubisoft and Centroid 3D.



Working in this way adds a third dimension to this unique qualification.

Benefits to colleges

By joining the NextGen community, college tutors and are offered continuing professional development opportunities via their network of employers.

Previous tutor CPD sessions have included:

- 2-day placement at Framestore and Double Negative
- 1-day bespoke Unity training
- 3-day VFX Fundamentals bootcamp
- 3-day Motion Capture and data manipulation bootcamp with Centroid 3D

Benefits to learners

NextGen learners leave with the essential skills and a strong portfolio to demonstrate their skills and potential.

They will:

- develop technical skills in animation, 3D modelling and the creation of visual effects
- learn about production pipelines, process management and the importance of commercial feasibility
- gain practical experience using Agile and Scrum as project management techniques
- work to real industry briefs and receive industry feedback
- develop technical, artistic, maths and programming skills that are vital to the successful creation of any game, animation, or visual effects sequence
- attend masterclasses from industry experts

Participate in:

- the annual NextGen graduate show
- the annual NextGen Jam; sees students working together to complete a game, animation, or other creative piece in just seven days
- top industry shows such as EGX and Insomnia Gaming Festival
- industry visits to professional studios
- NextGen's industry challenges responding to briefs and receive feedback from industry practitioners

Progression routes

NextGen students are well placed to go on to university as the extended diploma carries UCAS tariff points. Many students also progress onto higher level apprenticeships **for example:**

- Junior 2D Artists
- Digital Community Managers
- Digital Community Manager
- Junior VFX Artists
- Assistant Technical Directors