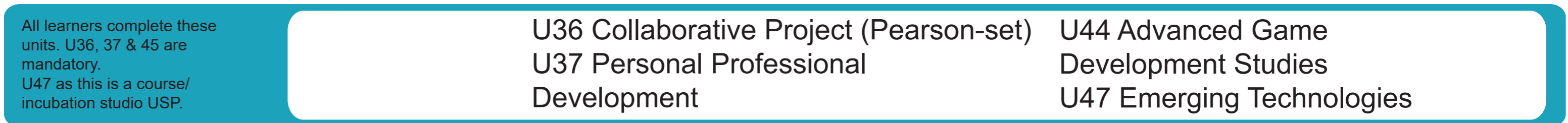


Year Two - Level 5 - HND CMP - Game Development - Delivered in incubation studio - Subject Specialist Pathways



Specialist pathways chosen by learners, but the ratio will also be informed by client needs for the studio - (for example - should a client need more developers and 3D specialists than animators the studio could have a ratio of 4:4:2)

