

National Space Centre Immersive Media and Game Design (Creative Media Practice) Diploma level 3

Course Overview

Introducing our exciting new venture between Leicester College and the National Space Centre, we are offering you the opportunity to study immersive digital design environments at the National Space Centre and Leicester College. As part of this course you will study at the National Space Centre, a world-leading immersive creative studio and an established City Centre Design and Media educational provider. Joining this course would give you access to cutting edge technology and workflows to craft digital environments and experiences in virtual, augmented and mixed reality. Learning game engine programming, XR design, 3D modelling and even the ability to project video onto planetarium domes, you'll develop a wealth of experience across the full field of immersive media development. You'll learn the skills and techniques with guidance and critiques from industry veterans and have the chance to display your work to the thousands of National Space Centre visitors. If you are aged 16 to 18, you will be enrolled on a study programme. This will include retaking GCSEs or undertaking Functional Skills in English and Maths if you haven't already achieved a grade 4 or above. You will take part in activities that help you to develop your personal skills, such as building your character and confidence. This will help you to live well and move into your chosen career. If you are 16-18 years old these activities will be timetabled as will work experience and placement. You can also choose to take part in other activities. Please note this course is funded for 16-18 year old students only. 19+ applicants will be not be eligible for tuition fee loans for funding this programme of study. There are alternative Level 3 programmes that are eligible for 19+ tuition funding. Please contact the College department for more information. View our work at <https://www.youtube.com/watch?v=AI9xV9CSEZw> for the latest student showcase.

What you will learn

This is the first year of a two year course. Successful completion of the first year (Diploma) can lead to entry onto year two (Extended Diploma). The full two years is the equivalent to 3 A Levels. The course aims to provide learners with broad experience across all aspects of immersive design from art-based concepts through to production of a range of extended reality computer applications. You will utilise the different aspects of gaming and the coding, 3D modelling and testing processes required to produce a range of immersive products. Several key units cover core skills, creative projects, personal developments, and industry projects. You will develop skills and knowledge of immersive design processes through a series of integrated assignments. These will be studied by a range of units delivered between Leicester College and the National Space Centre. Year 1 subjects are image capture, textures and references, visual communication, computers in immersive design, storytelling/moving image and production, 3D animation, digital design, games testing, digital games production (including an introduction to engine scripting and 3D modelling).

Entry Requirements

Standard entry to this course requires one good reference. It is desirable that you can demonstrate 90% attendance. 4 GCSEs at grade 5/B are required including a GCSE in English Language 5/B and GCSE maths at grade 5/B. A GCSE in fine art and/or computing are desirable but would strongly support your application and we would strongly recommend a portfolio at interview.

Course Fees

£100.00 to cover the costs of computer hardware. Access to a high-end PC/Computer at home is desirable but not essential as access to these facilitates outside of core hours will be provided.

Course Progression

After completing the first year of the diploma you can apply for the second year extended Diploma, you will need to have 90% attendance and a good reference to apply. Successful progression onto the extended diploma allows for the development of skills and knowledge of media processes through a series of integrated assignments. There are two units, professional practice/portfolio will focus on you developing a brand and career pathway within the areas of immersive design. Through entering this course, you are taking the first step on the path to a career in the rapidly expanding field of creative technologies or to progress onto a Degree course in a related field. This level 3 course allows successful students to progress either into the creative media industry or higher education across a range of subjects including games testing, 3D modelling, programming, general immersive design development roles and other related roles. The course equips students to enter the creative industries at a junior level. There will also be an element of simulated work experience through live projects, competitions, and industrial assignments during year two of the course. Each year 95%-100% of students progress to university to study in their chosen specialism.

What Happens Next

Apply online via the college website, or if your school uses the Positive Steps @16 (PS16) application system please apply through this and speak to your careers advisor if you are unsure. You will need details of your qualifications and employment history, a reference, and a personal statement to complete your application.

Course Details

Course Code	P00138
Start Date	07/09/2026
Study Hours	Full Time
Duration	1 year
Campus	St Margaret's Campus
Level	3

Apply Here

Once your application has been successfully processed, you will be sent a conditional offer and be invited to a Welcome Event at the College to meet your tutors, learn more about your chosen course of study and tour the facilities. You will then need to confirm your acceptance of the course offered to you.