metstudios
SCHOOL OF GAMES, ANIMATION AND VFX

About the Course

Basic Course Information

Course Title	Make Your First Game in Four Weeks

Course Type	Short Course

Award on Completion	This course is not externally accredited. However, it can contribute to a MetStudios or BIMM **Professional Certificate** when taken in conjunction with other short courses (see below)

Length of Course	4 weeks

Location	Berlin	Birmingham	Brighton	Bristol	Dublin	Essex	Leeds	London	Manchester
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	For further information about our campuses click here.								

Teaching and Learning

The delivery of MetStudios programmes are tailored to the particular learning goals of the individual course. Specific details vary from time to time in order to maximise student experience. Indicative calendars are issued at the start of each course.

Delivery of this course will be within these parameters:

Teaching
o Your course averages 25 hours of teaching time per week.
o Teaching on MetStudios' full-time courses is usually scheduled between the hours of 10am and 5pm, Monday to Friday, excluding bank holidays.
o MetStudios' *Make Your First Game in Four Weeks* is a practical course which is taught largely in person.
o We have also found that some experiences (such as tutorials) are better delivered digitally. Any online sessions will be noted clearly in students' timetables. In addition, where public health considerations or other matters outside our control limit access to the campus, this *mixed teaching* approach will ensure that students can continue their learning journey.
o Throughout this course students will be given formative feedback from their tutor and through peer review. However, this course is not formally assessed academically, and no grades are given at the end of the course.

The information included in this pack is provided to enhance your understanding of the course. Please note that some details may vary depending on the cohort.

Summary

Make Your First Game in Four Weeks is a full-time and immersive course that introduces you to the fundamentals of game development using Unreal Engine. You will explore core skills such as game mechanics,

level design and visual scripting for games. By the end of the course, you will create a playable game prototype. This course is suitable for beginners—no prior experience in game design is required.

Make Your First Game in Four Weeks is designed to improve understanding, knowledge, and practice in the following areas:

o   Developing interactive game mechanics
o   Creating immersive level designs
o   Building and scripting within Unreal Engine
o   Understanding game narrative and storytelling
o   Prototyping and playtesting

Make Your First Game in Four Weeks gives you the opportunity to develop essential game development skills while working with industry-standard tools like Unreal Engine. This hands-on course will teach you how to bring your ideas to life in an interactive medium, explore game design principles, and understand the basics of programming for games.

Applying for this Course

Application for this course can be made on the MetStudios website here.

In order to apply for this course, students must be 18 years old or over and have sufficient spoken & written English. The course is suitable for beginners and those with basic skills. There are no specific academic entry requirements for the *Make Your First Game in Four Weeks* course.

Course Structure and Delivery

MetStudios Mission

Our mission is to inspire a new generation of creative screen professionals, educating them in the new world of storytelling across all screen types. By putting industry at the heart of everything we do, MetStudios best equips its graduates for successful careers.

We are committed to equipping the next generation of creatives with the skills, experience, and industry connections they need to thrive in today's rapidly evolving digital landscape. At MetStudios, you'll find a learning environment that mirrors the dynamic and innovative nature of the industries we serve, ensuring that you are always at the cutting edge of your craft.

Our goal is to nurture skill and talent, creating a great school which empowers students to pass seamlessly into work, using our experience to help businesses adapt and change in the ever-changing multichannel world.

Make Your First Game in Four Weeks

As an educational institution, MetStudios' mission is to provide students with a practical, high-quality learning experience grounded in professional industry practice and preparation.

Through our course provision we equip students with the knowledge, skills and mindset to prepare them for successful careers within the creative industries.

We seek to foster an inclusive environment in which creative, mature, focused, and considerate individuals are valued as members of a dynamic community.

We believe collaboration is the bedrock of professional practice that is reflected across the creative screen industries, and students are required to treat each other with respect and to work together in a professional manner.

MetStudios' key policies and documents can be found here: Key Policies

Students explore the following key areas of study during the *Make Your First Game in Four Weeks* Course:

Introduction to Game Development
Gain an overview of the game development process, including design principles, mechanics, and player engagement. Learn how to conceptualize and plan a project from start to finish.

Level Design
Learn how to create compelling and engaging environments that support gameplay objectives. Explore concepts like world-building, spatial storytelling, and player navigation.

Scripting and Programming Basics
Discover how to use Unreal Engine's Blueprint system to create interactive elements and basic gameplay mechanics without prior coding experience.

Game Art and Assets
Understand the basics of integrating assets, textures, and animations into your game. Learn the importance of visual consistency and optimization for gameplay.

Prototyping and Testing
Learn how to refine your game through iterative prototyping and user testing. Gain insights into how player feedback can improve gameplay experience.

Sample Indicative Timetable

specific details may vary from cohort to cohort

Week 1	**Introduction to Unreal & Basic Game Design** o Overview of Unreal Engine interface o What makes a game engaging? o Hands-on: Creating a basic level
Week 2	**Level Design & Environmental Storytelling** o Principles of good level design o Placing assets and using materials o Storytelling through environments
Week 3	**Gameplay Mechanics & Blueprints** o Intro to Blueprints (visual scripting) o Adding interactivity (doors, collectibles, simple AI) o Playtesting and iteration

	Finalizing & Sharing Your Game
Week 4	o Debugging and refining o Packaging and exporting your game o Showcasing your work

Please note that this is an indicative calendar. Specific details including the order of modules may vary from cohort to cohort. Students will be issued with a more detailed schedule at the start of the course.

Being at MetStudios

Teaching and Learning

The *Make Your First Game in Four Weeks* course forms part of the non-accredited course delivery run by MetStudios. The course structure comprises of a range of teaching and delivery patterns: lectures, workshops, and practical exercises. Transferable skills are encouraged, and students are given the opportunity to learn and participate through practice.

Course details are contained within the Student Guide which students will be given when they start the course. The Student Guide is the core course document containing specific learning outcomes for each weekly session in line with the overall objectives of the course.

MetStudios encourages independent learning and reflective learning, and students may be given structured homework to complete, encouraged to practice their skills independently or challenged to network and consider key industry contacts.

Tutors

MetStudios works with a large team of teaching staff across its full portfolio of courses, profiles of many of whom you can find on our website here.

Student Support

MetStudios is committed to providing and supporting a diverse and inclusive environment that promotes and develops equality of opportunity for all students and staff. We seek to continually improve our standards across the student lifecycle encompassing access and admission; support and progression; and graduate employability and entrepreneurship.

We seek to provide a caring, supportive environment that recognises each student as a unique individual and fosters their personal and professional development. We are committed to each student's wellbeing, and there are a range of support mechanisms in place to aid student progression through their course of study.

Our Policies and Key Documents section on the website gives guidance on the support structures open to students at the School.

Formative Feedback

Throughout this course students will be given formative feedback from their tutor and through peer review. However, this course is not formally assessed academically, and no grades are given at the end of the course.

In addition, MetStudios provides regular opportunities for students to give each other feedback through the learning system, which encourages feedback within peer-to-peer sessions. Being able to critically reflect on your own work and the work of your fellow students in a constructive, meaningful way, both verbally and in written form, demonstrates good practice and enhances your learning experience.

Evaluative Feedback

MetStudios is committed to continual improvement, and student feedback – both informal and formal – is an important part of the evaluative feedback we use. Students are therefore invited to complete feedback forms at the end of their course.

Professional Certificate (ProCert)

At the end of this course, you will receive a Certificate of Completion for the course (subject to successful completion of the course).

Whilst courses are not formally assessed and are not credit bearing, part time and short courses of 2, 4 and 8 weeks taken independently over a period of 3 years across all subject matters amounting to 20 weeks full time can be taken together to achieve a BIMM Music Institute / BIMM Professional Certificate or ProCert as follows, subject to successful completion of the courses:

Course Type	Full Time Equivalent
Foundation (12 week evening course)	1 week
Part Time (20 weeks of teaching)	8 weeks
Two Week (full time)	2 weeks
Four Week (full time)	4 weeks
Eight Week (full time)	8 weeks
Three Month (full time)	12 weeks
Certificate	20 weeks

Costs

Tuition Fees can be found on the course page on the MetStudios website here.