

Study Plan for (October 2026) Intake - Level 5 in Games and Animation

Awarding Body	Pearson BTEC	Qualification	Pearson BTEC Level 5 Higher National Diploma in Digital Technologies (Games and Animation)
Intake	October 2026	Programme Duration	15 Months (Five Academic Semesters)

SEMESTER SCHEDULE

SEMESTER	SEMESTER CODE	START DATE	END DATE
October 2026	2627T1	10 Oct 2026	31 Dec 2026
January 2027	2627T2	09 Jan 2027	31 Mar 2027
April 2027	2627T3	10 Apr 2027	30 Jun 2027
July 2027	2627T4	10 Jul 2027	30 Sep 2027
October 2027	2728T1	09 Oct 2027	31 Dec 2027

OFFICIAL HOLIDAYS

Eid al-Fitr: Monday, 08 March 2027 - Thursday, 11 March 2027

Eid al-Adha: Saturday, 15 May 2027 - Wednesday, 19 May 2027

NOTES

Each semester is considered an intake for new students and an ongoing term for continuing students.

Semester start dates are tentative and may change by a few days due to administrative or scheduling requirements.

ACADEMIC UNITS

- Professional Practice in the Digital Economy
- Innovation & Digital Transformation
- Cyber Security
- Programming
- Big Data & Visualisation
- Cloud Fundamentals

- Principles of Animation
- Game Development
- Business Intelligence
- Internet of Things
- Emerging Technologies

- 3D Sculpting for Virtual Reality (VR) & Augmented Reality (AR)
- Advanced Rendering & Visualisation
- Advanced Animation
- Digital Sustainability
- Pitching and Negotiating Skills