



CCG Training

Time: 00:40

CENTRE FOR DIGITAL EXCELLENCE: CERTIFICATE IN IMMERSIVE LEARNING

Duration

18 Hours

Upcoming course dates

Get in touch for
more information
train@ccgtraining.ac.uk

Venue

Crawley College

Cost

£30 Crawley resident / Crawley
Business or Non-Resident £140

About the course

Crawley College is proud to share the power of their fully immersive rooms which bring 360° content to life across the space's walls and floor. Inside the space, users can experience real-life or imagined scenarios in detail, and add interactive elements – virtually transporting themselves into simulated environments, augmented with lights, sounds, and even smells.

Each space comes with a content library of more than 3,000 computer-generated scenarios, real-life environments, games and training experiences. BT Immersive Spaces can be used for anything from training paramedics in a simulated, gamified roadside accident scene or hospital unit, to recreating fan experiences at a football match or important historical moments.

CCG Training

This course covers 4 modules

- > **Know about the purpose, types and platforms for computer games.** In this module, we will explore the immersive platform and provide training in how to use the suite of content.
- > **Be able to generate ideas and plan a game design.** In this module, we will look at the planning required to develop your own experience in Immersive Studio.
- > **Be able to develop and present a game prototype.** In this module, we will support you to develop your own experience in the Immersive Studio software.
- > **Review the computer game design and prototype.** In this final module, we will test your experience in the spaces and review what you have created.

Who can join this course?

The programme offers users the chance to operate the immersive facilities available at the college. Beginners can access the immersive space under the provided license, while an advanced certificate

equips participants with skills to craft customised experiences. This involves training on using 360° video equipment and utilising the spaces to develop distinctive interactive encounters. Participants can share these experiences with colleagues by creating playlists.

Where to next?

This course is part of the Gateway suite of qualifications and leads to an achievement of a Games Design and Development certificate and we are pleased to partner with Gateway to explore accrediting this new technology.

Further information

To book this course, please fill in the application form on the courses page and email to train@ccgtraining.ac.uk. All courses are run subject to demand and tutor availability. Course fees and information quoted are correct for current academic year.

