TGA
THE GAME ASSEMBLY

THE ROOKIES - CERTIFIED SCHOOL

THE ROOKIES - TOP RANKED SCHOOL

THE GAME ASSEMBLY

One of the world's best game development schools

GAME PROGRAMMER

LOCATION: Liverpool
DURATION: 2 years

The course provides you with knowledge of the C++ programming language, as well as graphics programming, network programming, data structures, and algorithms. Uniquely, TGA requires students to develop their own game engine.

You'll find more details on page 7.

LEVEL DESIGNER

LOCATION: Liverpool
DURATION: 2 years

As a level designer, you act as the architect of the game world. Take an environment from simple grey blocks to fully developed, thoughtfully crafted experiences, collaborating closely with other disciplines like programmers and artists.

You'll find more details on page 9.

GAME ARTIST

LOCATION: Liverpool
DURATION: 2 years

The course primarily focuses on 3D, teaching you about colour theory, composition, and a range of software for designing and creating models, materials, environments, and characters for games.

You'll find more details on page 11.
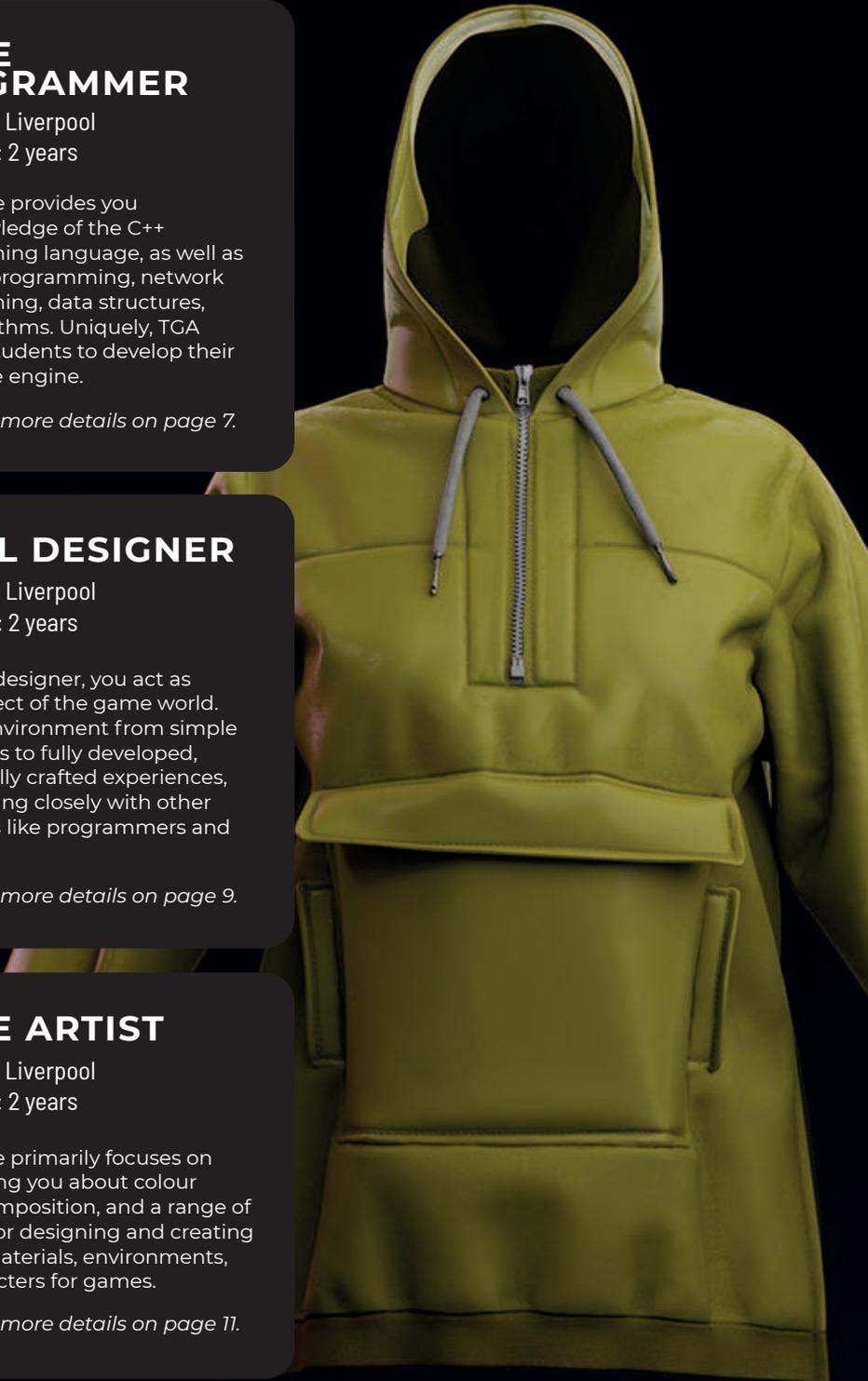
ABOUT TGA

Consistently ranked among the world's top game development and design schools by *The Rookies*, The Game Assembly (TGA) is where a passion for games meets world-class education and real-life industry collaboration.

With approximately 10% of Sweden's game industry professionals counting themselves as TGA alumni, our impact on the field is both significant and enduring. Over the years, our interns have joined leading UK studios such as Avalanche, Studio Gobo, Frontier, Cloud Imperium Games, and many more, solidifying our growing connection with the UK industry.

Our innovative study model blends agile, team-based projects with hands-on learning, mirroring the workflows of real-world game development studios. Since our founding in Malmö in 2008 and expansion to Stockholm in 2019, TGA has equipped aspiring developers with the skills, experience, and mindset needed to thrive in the games industry.

TGA launches a program that changes the game

Now, as we prepare to launch our newest campus in Liverpool, we are thrilled to bring our globally recognized programs in Game Programming, Level Design, and Game Art to the UK. This marks a new chapter in our mission to help passionate students turn their dreams into careers in the games industry.

WHY UK? AND WHY NOW?

The UK game industry has demonstrated a strong interest in TGA for many years, with studios hiring our interns straight out of education for roles in programming, design, art, and animation. UK-based studios have even traveled to Sweden to recruit talent developed through our courses.

By establishing a campus in the UK, we aim to bridge the current skills gap and make it easier for studios to connect with our highly skilled graduates locally, while also meeting the growing demand for game developers.

We've achieved great success collaborating with studios in Sweden, and now, by working directly with our UK partners, we can ensure our programs remain aligned with the evolving needs of the industry. This move strengthens our commitment to delivering world-class talent tailored to the demands of the UK games sector.

Learn more about what our business partners are saying about us.

Scan and watch our promo on Youtube:

PARTNERSHIPS

At TGA, our partnerships with leading game companies are at the core of our mission to deliver education that's fully aligned with industry demands. An active advisory board, composed of experienced professionals from top studios, ensures our curriculum remains relevant and future-focused.

Through regular guest lectures and workshops from experts at renowned game companies, our students gain invaluable insights into current trends, workflows, and expectations. These connections not only enrich the learning experience but also provide opportunities to build professional networks, setting you up for a successful career in the games industry.

CRACKING THE CODE TO THE GAMES INDUSTRY

MEET & GREET

We host a Meet & Greet to help you land your dream job. In a fair-like setting, game companies and students connect, giving you the chance to showcase your portfolio, make an impression, and build valuable industry connections.

CAREER

In Sweden, around 90% of graduates secure employment shortly after completing their course—a testament to the demand for skilled game developers. This fall, as we open in the UK, we're bringing the same proven formula to prepare you for an exciting career in game development.

WHAT TO EXPECT

Structure: 5 Days a Week | 8 Hours a Day

At The Game Assembly, we replicate the structure and expectations of a professional game studio. From 9:00 AM to 5:00 PM, Monday to Friday, you'll work on-site in a collaborative, industry-standard environment alongside peers from other disciplines.

This full-time schedule is designed to help you build the skills, independence, and work ethic required to thrive in the games industry. By embracing the rhythm of a 40-hour workweek, you'll gain invaluable experience that mirrors real-world practices, ensuring you're ready to transition seamlessly into studio life.

At TGA, you're not just a student—you're preparing to step into the professional world with confidence and a strong foundation for your career.

Student artwork: Malin Sandred

GAME PROGRAMMER

LOCATION: Liverpool
DURATION: 2 years
DELIVERY: Fulltime, On Campus
TUITION FEE: £8,900 per year
START DATE: September 2025

COURSE OVERVIEW

Do you dream of creating the next great game? As a Game Programmer, you'll bring ideas to life by writing the code that powers unforgettable gaming experiences.

At The Game Assembly, our Game Programming course immerses you in C++—the backbone of professional game development. Designed in collaboration with industry experts, this course takes you from mastering the fundamentals of C++ and programming theory to tackling advanced techniques used in modern games.

But this isn't just about learning code—it's about creating. You'll build your own game engine from scratch and collaborate with talented peers from other disciplines to develop eight complete games. From concept to final product, you'll gain real-world experience and leave with a portfolio that sets you apart in the industry.

Your journey to becoming a game developer starts here.

This course is crafted in collaboration with the games industry,
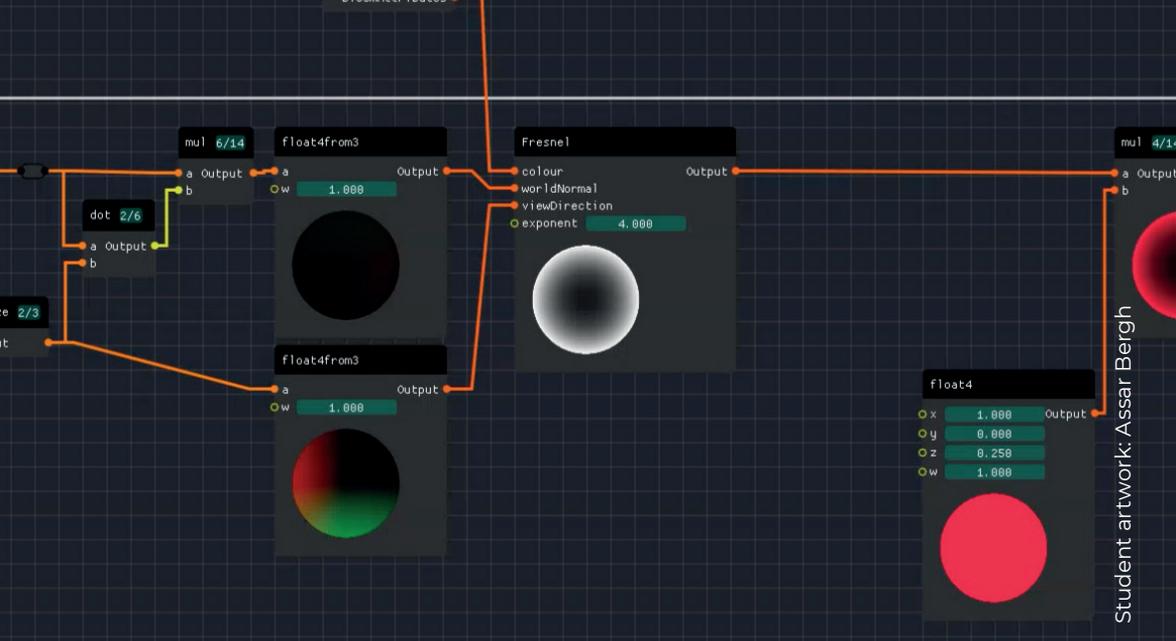
ENTRY REQUIREMENTS

Academic:

- BTEC Level 3 in Computing
- T Level in Digital Production, Design, and Development
- GCE Advanced Level in Computing (Math or Science is also desirable)
- GCSE grades 9 to 4 in subjects like Maths and English

Alternative:

Access to Higher Education Diploma, relevant work experience, or an international equivalent.

Additional:

Applicants will complete a math tests to demonstrate their aptitude in logical thinking and problem-solving.

LEVEL DESIGNER

LOCATION: Liverpool
DURATION: 2 years
DELIVERY: Fulltime, On Campus
TUITION FEE: £8,900 per year
START DATE: September 2025

COURSE OVERVIEW

Do you dream of building unforgettable worlds in games? As a Level Designer, you'll craft immersive environments and create gameplay experiences that captivate and delight players.

At The Game Assembly, our Level Design course puts you at the heart of game creation. You'll learn how to design, iterate, and refine game levels that combine stunning visuals with engaging mechanics. From the earliest stages of development, using simple grey blocks, to collaborating with Game Artists and Programmers to bring your ideas to life, you'll master the art of creating polished, functional, and memorable levels.

As the architect of a game's world, you'll gain hands-on experience with both the creative and technical sides of level design, preparing you to shape the next generation of interactive experiences.

Step into the role of a Level Designer and bring your vision to life!

This course is crafted in collaboration with the games industry,

ENTRY REQUIREMENTS

Academic:

- BTEC Level 3 in Game Design or equivalent
- T Level in Digital Production, Design, and Development
- GCE Advanced Level in Design-related subjects
- GCSE grades 9 to 4 in subjects like Maths and English

Alternative:

Access to Higher Education Diploma, relevant work experience, or an international equivalent.

Portfolio:

- Submit five pieces of work showcasing your creativity and potential as a Level Designer.
- Examples include grey-blocked or playable levels, screenshots, renders, or Game Design Documents.
- Work should highlight your understanding of gameplay, layout, and design.

Additional:

You may be invited for an interview to discuss your portfolio.

GAME ARTIST

COURSE OVERVIEW

Do you dream of bringing worlds, characters, and stories to life through stunning visuals? As a Game Artist, you'll shape the look and feel of games by creating characters, environments, 3D models, and materials that captivate players.

At The Game Assembly, our Game Art course immerses you in the world of 3D art and design. You'll develop essential skills such as color theory, composition, and storytelling through visuals, while mastering industry-standard software used by professional game studios.

From modeling lifelike characters to crafting immersive environments, you'll blend artistic creativity with technical precision to create the visuals that define great games. This hands-on course will prepare you to contribute as an artist in the vibrant and fast-paced games industry.

Your journey to becoming a Game Artist starts here—bring your imagination to life!

This course is crafted in collaboration with the games industry,

ENTRY REQUIREMENTS

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WHY TGA

★ **Top Ranked School**
TGA has consistently been ranked among the world's top schools for game design and development by The Rookies.

★ **Studio Simulation**
Study in a studio-like environment, replicating the workflows used in the industry.

★ **Meet the Industry**
Throughout your education, you will have opportunities to meet, connect with, and learn from representatives in the games industry.

★ **Game Projects**
Collaborate with other disciplines to create games that follow current industry practices.

★ **How to get hired**
Showcase your portfolio to industry professionals at our Meet and Greet events, giving you a direct opportunity to make connections and get hired.

★ **Custom Game Engine**
Depending on your chosen field, seize the chance to code or develop a custom-made game engine created by TGA students, gaining highly valuable experience for both indie and AAA studios.

THE GAME ASSEMBLY

CONTACT

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Scan to learn more
thegameassembly.com/uk