



**NEW ERA
INSTITUTE**
OF VOCATIONAL & CONTINUING EDUCATION
新纪元技职与推广教育学院
L006935
Owned by Dong Jiao Dong Higher Learning Centre (SIC NO. 190401000091) (27027040)



数字游戏设计技术

Digital Game Design
(ITDGD)

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Digital Game Design (ITDGD)

1 年课程 Year Course

▲ 80% 实践训练
80% Practical Skills

▲ 20% 理论
20% Theory

▲ 教学媒介语以中文为主，
英文为辅
Medium of Instruction:
Chinese & Simple English

▲ 16 岁以上即可报读，
无需入学资格
Entry Requirement:
16 Years Old & Above

▲ 课程含校内实习
With On-Campus Workplace
Learning

这课程读什么？ | What Is This Course About?

想学游戏设计，但担心自己不擅长编程？本课程不是要你一开始就写很多代码，而是从游戏设计和创意制作出发：角色、故事、场景、界面、3D模型、动画、音乐和音效，把脑中的点子一步步变成看得见的作品。

你将学习如何规划一个游戏：主题是什么？玩法怎么设计？角色长什么样？玩家会看到什么画面？界面要怎么安排？整体风格要怎么做出来？课程也会带你接触 3D 建模、动画、角色设计、Game UI、游戏音乐与音效、数码图像和视频编辑，让你慢慢建立自己的作品集。

这门课比较适合喜欢创作、喜欢画面、喜欢故事和角色设定的学生。后期会有校内项目实践，让你在接近真实制作流程的任务中分工合作、完成作品并展示成果。重点是设计思维、创意表达和作品制作，不是把你训练成纯程序员。

Interested in game design but worried that you are not strong in programming? This course does not start by asking you to write lots of code. It starts from game design and creative production: characters, stories, scenes, UI, 3D models, animation, music, and sound, helping you turn ideas into visible work step by step.

You will learn how to plan a game: what the theme is, how the gameplay works, what the characters look like, what players see on screen, how the interface is arranged, and how the overall style is created. You will also explore 3D modelling, animation, character design, Game UI, game music and sound design, digital image and video editing, building your portfolio along the way.

This course is suitable for students who enjoy creating visuals, stories, characters, and interactive ideas. Through on-campus project practice, you will experience a simplified production workflow, collaborate in teams, complete creative work, and present your outcomes. The focus is design thinking, creative expression, and portfolio building, not training you to become a pure programmer.

谁适合读？ | Who Is This For?

如果你玩游戏时，不只是想通关，还会注意角色好不好看、画面有没有感觉、菜单顺不顺、音乐气氛对不对，甚至会想：“如果是我来设计，我会这样做。”那么，本课程正是为你量身定做的。

如果你喜欢画面、设计角色、想做事、做短视频、玩3D模型，或脑中常常有很多游戏点子，但又担心自己不擅长编程，也不用太担心。本课程主打的是游戏设计、创意制作和作品集，不是要你一开始就变成程序员。

只要你愿意动手做，原意修改作品，原意把想法慢慢做出来，你就很适合这条路线。

If you play games and notice more than just winning, such as whether the characters look good, whether the visuals feel right, whether the menu is smooth, or whether the music fits the mood, and you often think, "If I designed this, I would do it this way," then this course may feel like it is talking about you.

If you enjoy drawing, character design, storytelling, short videos, 3D models, or you often have game ideas in your head but worry that programming is not your strength, that is okay. This course focuses on game design, creative production, and portfolio building, not turning you into a programmer from day one.

As long as you are willing to create, improve your work, and slowly turn your ideas into something visible, this is a suitable path for you.

学生将学会 | Students will learn and be able to:

- ▲ 规划游戏概念、世界设定、角色背景、游戏流程与基础游戏设计文件
Plan game concepts, world settings, character backgrounds, gameplay flow, and basic game design documentation
- ▲ 设计角色、视觉风格、2D素材、游戏界面、菜单、HUD与互动画面
Design characters, visual styles, 2D assets, game interfaces, menus, HUDs, and interactive screens
- ▲ 使用3D建模与动画技术制作角色、物件、场景和展示画面
Use 3D modelling and animation techniques to produce characters, objects, environments, and presentation visuals
- ▲ 学习基础游戏脚本、互动逻辑、玩家体验与原型规划
Learn basic game scripting, interactive logic, player experience design, and prototype planning
- ▲ 运用生成式AI、免版权资源与音频工具制作游戏音乐、音效和创意内容
Use Generative AI, royalty-free resources, and audio tools to create game music, sound effects, and creative content
- ▲ 使用图像与视频编辑工具整理作品、制作宣传素材和项目展示
Use image and video editing tools to prepare portfolios, promotional materials, and project showcases
- ▲ 通过校内实习项目学习团队协作、任务执行、作品呈现与专业沟通
Develop teamwork, task execution, project presentation, and professional communication through on-campus workplace learning projects

课程内容 | COURSE OUTLINE

专业主修课 | Specialisation Major Courses

- 3D建模 (1)
3D Modelling (1)
- 动画技术 (1)
Animation Techniques (1)
- 3D建模 (2)
3D Modelling (2)
- 动画技术 (2)
Animation Techniques (2)
- 角色设计
Character Design
- 游戏界面设计
Game UI Design
- 数码游戏脚本与设计
Scripting & Design for Digital Games
- 游戏音乐与音效设计
Game Music and Sound Design

核心辅助课 | Supporting Core Courses

- 电子商务与数码行销
E-Commerce & Digital Marketing
- 数码图像与视频编辑
Digital Image and Video Editing

通用与职场技能课 | General & Workplace Skills Courses

- ICT实务技能
Practical ICT Skills
- 生成式AI工具
Generative AI Tools
- 简报技巧
Presentation Skills
- 职场软技能
Work-based Soft Skills
- 职场英文沟通 (1)
Workplace English Communication (1)
- 职场英文沟通 (2)
Workplace English Communication (2)

校内实习 | In-School Internship

- 校内职场学习 (校内实习)
Workplace Learning (In-School Internship)

* Please note that the modules listed are indicative and may be subject to change.



评估标准 | ASSESSMENT

100%作业及实践练习，本课程数码游戏设计技术的理论20%，实践80%，聚焦于工作场所的实际应用。

鼓励团队合作，让学生学会分组合作或单独工作以完成专题作业。

100% Assignment and Practical Exercises. The course offers both the theory (20%) and practice (80%) of Digital Game Design skills, with a focus on the practical application of these skills in the workplace.

Teamwork is encouraged and students learn to work in groups or individual to complete their projects.



考取资格 | QUALIFICATIONS

英国国立西苏格兰学院专业文凭

Diploma awarded by West College Scotland, UK



就业前景 | CAREER PATHWAYS

游戏与数码媒体产业不只需要会写程序的人，也需要懂设计、会制作视觉素材、能规划体验、能把创意整理成完整作品的人才。许多广告、教育、活动、展览、多媒体制作与互动内容项目，也需要游戏设计与数码内容制作能力。

完成课程后，学生将具备入门级数码游戏设计、3D建模、动画、角色设计、游戏UI、互动媒体与基础脚本能力，可进入游戏制作、创意媒体、多媒体制作、互动内容或相关支援岗位，也可继续升学至游戏开发、软件工程、多媒体科技或创意数码媒体相关领域。

常见就业岗位

毕业生可从事初级游戏设计师、游戏制作助理、3D建模助理、初级动画师、角色设计助理、游戏UI设计助理、多媒体制作助理、互动媒体助理、游戏测试助理等相关职位。

The game and digital media industries need more than programmers. They also need people who can design experiences, produce visual assets, plan interaction, and turn ideas into presentable work. Advertising, education, events, exhibitions, multimedia production, and interactive content projects also value game design and digital content production skills.

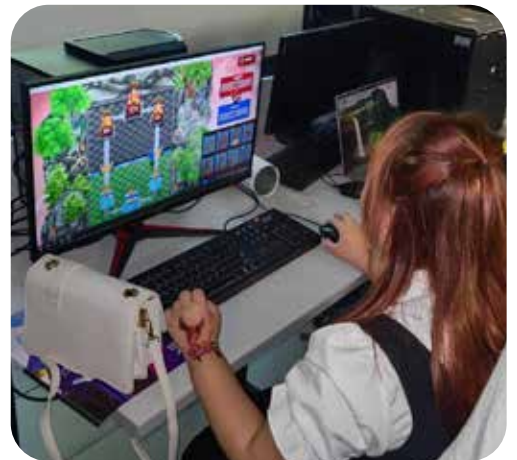
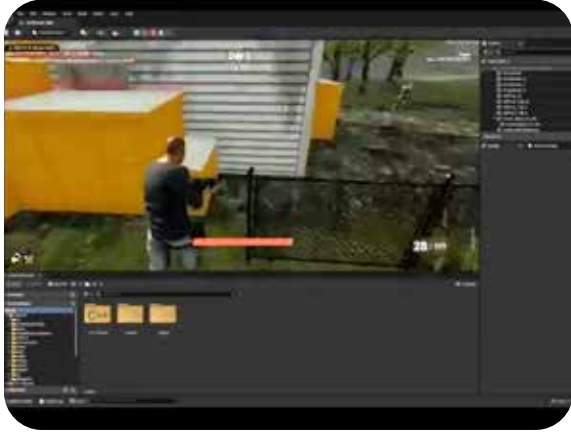
Graduates will be equipped with entry-level skills in digital game design, 3D modelling, animation, character design, game UI, interactive media, and basic scripting. They may enter game production, creative media, multimedia production, interactive content, or related support roles, or continue further studies in game development, software engineering, multimedia technology, or creative digital media.

Common Job Roles

Graduates may pursue careers as Junior Game Designer, Game Production Assistant, 3D Modelling Assistant, Junior Animator, Character Design Assistant, Game UI Design Assistant, Multimedia Production Assistant, Interactive Media Assistant, and Game Testing Assistant.

你无需很擅长编程，游戏设计与创意更重要。

You don't need to be good at programming - game design and creativity matter more.



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