# COMPUTER SCIENCE & DIGITAL SKILLS

T-LEVEL DIGITAL PRODUCTION, DESIGN & DEVELOPMENT

#### WHO IS THIS COURSE FOR?

- Those with career aspirations to work in IT in the digital sector, or in a variety of businesses that have digital requirements, such as a company website or an internal IT system.
- Those who want to work in gaming, software development and programming sectors.
- Those who prefer exams to coursework and are keen to develop experience in work placement.

### WHAT QUALIFICATIONS DO I NEED?

A minimum of 5 GCSEs graded 9-4 including English and Maths. You will also need a Level 2 Merit grade, or a GCSE in Computer Science/IT at grade 4.

#### WHAT WILL I LEARN?

You will cover:

- · business context and environment
- change management
- · concepts and fundamentals of data
- · digital analysis and environments
- diversity and inclusion
- · emerging technologies
- · security and legislation
- · project planning
- · development and testing of IT systems
- · use of collaborative technologies.



#### **WHY CHOOSE US?**

- You will study in our brand new digital skills academy with access to laboratories focussing on:
  - robotics and artificial intelligence
  - internet of things
  - digital technologies and cyber security
- The course will feature guest speakers and visits, including a trip to Amazon and Manchester Airport.
- You will also have access to Robotics and Gaming clubs and the World Skills competition.
- We will help you to secure a work placement in one of a range of businesses, within easy commute and with substantial IT departments, or within the digital sector itself.

## WHAT COULD I DO AFTER THE COURSE?

T Levels will prepare you for employment and a dynamic career. Due to the broad range of topics covered on the Digital T Level, you will be ready for a career in a variety of sectors.

Roles may include:

- · Assistant Programmer
- Junior Application Developer
- · Software Development Technician
- IT Support Analyst.

You may choose to progress to degree programmes or higher apprenticeships in Computer Engineering, Games Programming or Computer Science.







