


# BTEC DIPLOMA IN CREATIVE MEDIA PRACTICE

# SOFTWARE DESIGN & DEVELOPMENT

## ENTRY REQUIREMENTS

5 GCSE GRADE 4 OR ABOVE



**THE REASON I CHOSE S6C WAS THE SOFTWARE DEVELOPMENT COURSE. IT ALLOWED ME TO BE UNIQUE TO OTHER JOB APPLICANTS AND PROVIDED INDUSTRY STANDARD PRACTICES THAT APPLIED DIRECTLY TO THE INDUSTRY I WANTED TO WORK IN.**  
S6C GRADUATE

## TOPICS STUDIED

- C# (SHARP)
- .NET MAUI
- USER-CENTRED DESIGN
- COLOUR-THEORY, TYPOGRAPHY & LAYOUT PRINCIPLES
- EFFECTIVE TEAMWORK
- DEVELOPMENT WORKFLOWS
- RESPONSIVE DESIGN



## COURSE DESCRIPTION

Become a developer in this dynamic Software Design & Development program, where you'll gain experience with the technologies that power modern applications. This course goes beyond simply teaching you to code; it's about empowering you to create impactful digital experiences centred around the user. You'll learn to craft elegant and efficient code, building robust foundations for applications. But that's only part of the story. We'll also delve into user-centred design, where you'll learn to define user profiles, map out user journeys, and create intuitive interfaces using wireframes and interactive prototypes. You'll master colour theory, typography, and layout principles to ensure your designs are a joy to use. You'll test your designs with users to gather feedback and iterate for optimum usability.

Collaboration is key in the tech world, so you'll learn to work effectively in teams. You'll master essential development workflows like Git and gain confidence in contributing to real-world projects building Progressive Web Apps. You'll explore responsive design to build applications that are fast, reliable and engaging across all devices.

By the end of this course, you'll have not only a strong portfolio showcasing your skills but also the confidence and practical experience to launch your career as a developer. No prior experience is needed – just bring your curiosity and a willingness to learn.

**100% COURSEWORK**

**UP TO 84 UCAS POINTS**