

NATIONAL VIDEOGAME MUSEUM, SHEFFIELD SEND WORK EXPERIENCE

Dates

24th February 2026

Students

17 year 10 students

Employer

National Videogame Museum

School

Bader Academy Doncaster

EqualEx Learning Objectives

- Explore career opportunities within the digital and creative sectors.
- Develop awareness of the skills and behaviours valued by employers.
- Inspire future ambitions through meaningful interaction with industry professionals.

Itinerary (3 hours)

Introduction to the Games Industry

Students explored the history and evolution of videogames, learning about pixels, character design and how technology has shaped gaming.

Digital Character Design Workshop

Using the online platform Piskel, students designed and created their own pixel-art characters, developing creativity and digital design skills.

Museum Exploration

Students explored interactive exhibits and experienced a range of games, discovering how design, technology and user experience have evolved across different gaming genres.

Careers in Gaming & Creative Industries

Museum staff shared their career journeys, roles within gaming, digital design and the wider creative sector, and pathways into these careers.

Questions & Reflection

Students reflected on their experiences, discussed skills they had used and explored how gaming-related interests could link to future careers.