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| **UNIT** | **NPA CGDD** **LEVEL 4 (int. 1)** | **NPA CGDD** **LEVEL 5 (int. 2)** | **NPA CGDD** **LEVEL 6 (higher)** |
| **DESIGN** | **OUTCOME 1** Identify gaming technologies. **Performance Criteria** (a) Accurately identify gaming platforms by type and name. (b) Accurately identify the control and output devices of a gaming platform. (c) Accurately identify the backing storage medium of a gaming platform. **OUTCOME 2** Identify game genres and design elements. **Performance Criteria** (a) Accurately identify game genres. (b) Accurately identify design elements from observable design areas in an existing game. **OUTCOME 3** Plan and design a computer game. **Performance Criteria** (a) Produce a clear and feasible design brief for a basic computer game, referencing design elements. (b) Produce a plan of design elements for the computer game consistent with the design brief.(c) Produce a list of assets consistent with the plan for the computer game. | **OUTCOME 1** Compare gaming technologies. **Performance Criteria** (a) Accurately compare hardware specifications of gaming platforms. (b) Accurately compare control and output devices of gaming platforms. (c) Accurately analyse emerging technologies in gaming. **OUTCOME 2** Analyse design elements. **Performance Criteria** (a) Clearly describe the role and attributes of a games designer. (b) Accurately analyse design elements from observable design areas in an existing game. (c) Create a clear and accurate flowchart of game play from an existing computer game. **OUTCOME 3** Plan and design a computer game. **Performance Criteria** (a) Produce a clear, concise and feasible design brief for an intermediate level computer game. (b) Produce a plan for the computer game consistent with the design brief. (c) Produce a list of assets consistent with the plan for the computer game. | **OUTCOME 1** Evaluate gaming technologies. **Performance Criteria** (a) Accurately evaluate graphics and sound technologies and their impact on computer games. (b) Accurately evaluate emerging technologies in gaming. (c) Accurately evaluate the process of the games industry value chain. **OUTCOME 2** Evaluate design elements. **Performance Criteria** (a) Accurately evaluate external factors to be considered when designing a computer game. (b) Accurately evaluate design elements from observable design areas in existing games. (c) Accurately evaluate game rules. **OUTCOME 3** Plan and design a computer game. **Performance Criteria** (a) Produce a clear, concise and feasible design brief for an advanced computer game. (b) Produce a plan for the computer game that is consistent with the design brief. (c) Produce a list of assets consistent with the plan for the computer game. |
| **DESIGN** | The Evidence Requirements for this Unit will be the production of a digital or paper portfolio containing the following items: 1 A statement identifying two gaming platforms accurately by type and name. 2 A statement accurately identifying the control and output devices of one gaming platform. 3 A statement accurately identifying the backing storage medium of one gaming platform. 4 A statement accurately identifying three different game genres. 5 A statement accurately identifying four design elements from five observable design areas in an existing game. 6 A clear and feasible design brief for a basic computer game containing at least four design elements. 7 A plan of at least two design elements for a computer game. 8 A list of assets required for a computer game. | The Evidence Requirements for this Unit will be the production of a digital or paper portfolio containing the following items: 1 A short report comparing hardware specifications of two gaming platforms. Accurately identify by type, name, processor, memory, graphics configuration, backing storage capacity, whether wired or wireless, sound quality and internet connectivity. 2 A short report accurately comparing control and output devices of two gaming platforms. 3 A short report analysing two emerging technologies in gaming. 4 A short report describing the role and attributes of a games designer. 5 A short report accurately identifying aspects of detail and creativity from three design elements. 6 A clear and accurate flowchart of one logical sequence from a game. 7 A clearly written, concise and feasible design brief for an intermediate level computer game containing at least five design elements**.** 8 A plan which includes at least three design elements for a computer game. 9 A list of assets required for a computer game. | The Evidence Requirements for this Unit will be the production of a digital or paper portfolio containing the following: 1 A report evaluating graphics and sound technologies and their impact on computer games. 2 A report evaluating two emerging technologies in gaming. 3 A report accurately evaluating the six stages of the games industry value chain. 4 A report evaluating four external factors to be considered when designing a computer game. 5 A report accurately evaluating four design elements from observable design areas in two existing games. 6 A report accurately evaluating three game rules. 7 A clear, concise and feasible design brief for an advanced computer game containing at least six design elements, one of which must be user interface requirements. 8 A plan which includes at least four design elements for a computer game. 9 A list of assets required for a computer game. |

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| **UNIT** | **NPA CGDD** **LEVEL 4 (int. 1)** | **NPA CGDD** **LEVEL 5 (int. 2)** | **NPA CGDD** **LEVEL 6 (higher)** |
| **MEDIA ASSETS** | **OUTCOME 1** Identify media assets in an existing computer game. **Performance Criteria** (a) Accurately identify media assets in an existing game. (b) Clearly describe one media asset from an existing game. (c) Accurately identify legitimate methods of acquiring media assets. **OUTCOME 2** Plan media assets for a specified brief. **Performance Criteria** (a) For a specified brief, clearly plan media assets to be obtained from legitimate sources. (b) Clearly record sources for media assets. (c) For a specified brief, clearly plan media assets to be captured or created. (d) Select appropriate software required for the production of media assets. **OUTCOME 3** Produce media assets for a specified brief. **Performance Criteria** (a) For a specified brief, produce suitable basic media assets. (b) Carry out basic modifications to selected media assets to accurately meet the brief. (c) Effectively store media assets in a digital format.  | **OUTCOME 1** Compare media assets in an existing computer game. **Performance Criteria** (a) Accurately describe media assets in existing games. (b) Clearly compare different media assets in existing games of the same genre. (c) Accurately identify and describe legal methods to acquire media assets. **OUTCOME 2** Plan media assets for a specified brief. **Performance Criteria** (a) For a specified brief, accurately describe media assets to be obtained from legitimate sources. (b) Clearly record sources for media assets. (c) Explain why the sources have been selected (d) For a specified brief, accurately describe media assets to be captured or created. **OUTCOME 3** Produce media assets for a specified brief. **Performance Criteria** (a) For a specified brief, produce suitable sourced and created intermediate media assets. (b) Compare appropriate software required for the production of a media asset. (c) Select appropriate software required for the production of a media asset. (d) Carry out intermediate modifications to selected media assets to accurately meet the brief.  | **OUTCOME 1** Analyse media assets in computer games. **Performance Criteria** (a) Accurately analyse media assets in computer games (b) Compare the impact of media assets on computer games from the same genre. (c) Explain why the media assets have been used by the game designers in existing games. (d) Accurately analyse the impact of current legislation on the acquisition of media assets in the computer games industry**.** **OUTCOME 2** Plan media assets for a specified brief. **Performance Criteria** (a) For a specified brief, present a satisfactory solution within quality, time and technical constraints. (b) Plan a schedule for acquisition and creation of the media assets in line with the identified solution. (c) Clearly record sources for media assets. **OUTCOME 3** Produce media assets for a specified brief. **Performance Criteria** (a) For a specified brief, produce suitable advanced media assets. (b) Carry out advanced modifications to selected media assets to accurately meet the brief.  |

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| **UNIT** | **NPA CGDD** **LEVEL 4 (int. 1)** | **NPA CGDD** **LEVEL 5 (int. 2)** | **NPA CGDD** **LEVEL 6 (higher)** |
| **MEDIA ASSETS** | The Evidence Requirements for this Unit will be the production of a digital or paper portfolio containing the following items: 1 A list identifying at least four different media assets in an existing game. 2 A description of at least one asset in detail. 3 A statement accurately identifying two legitimate methods of acquiring media assets. 4 A plan of all media assets to be used, indicating for each whether it will be sourced, captured or created. 5 A reference list citing the sources of media assets not created by the candidates. This should include details of assets sourced from game environments, CD-Rom resources, websites, etc. 6 A statement identifying appropriate software for the production of media assets. 7 At least one sourced media asset and at least one captured or created media asset, for example:  graphics such as: — sprites — background images — 3D objects (including characters) — 3D levels — textures (and associated files) — skyboxes  videos  animations  audio such as: — speech — sound effects — music  text such as: — text files — script files 8 A description of modifications carried out to at least four media assets. | The Evidence Requirements for this Unit will be the production of a digital or paper portfolio containing the following items: 1 A report describing at least five media assets in existing games. 2 A detailed report clearly comparing at least two assets in two different games from the same genre. 3 A short report identifying and describing three legal methods to acquire media assets. 4 A detailed description of media assets to be legitimately sourced. 5 A reference list citing sources of media assets eg game environments, CD-Rom resources, websites, etc 6 A short report explaining the selection of sources. 7 A detailed description of media assets to be captured or created. 8 At least two sourced media assets and at least two created media assets in a digital format for a game development environment, for example:  graphics such as: — sprites — background images — 3D objects (including characters) — 3D levels — textures (and associated files) — skyboxes  videos  animations  audio such as: — speech — sound effects — music  text such as: — text files — script files — 9 A short report comparing two similar software packages that could create one asset and giving reasons for final choice of software used to create it. 10 A description of modifications carried out to at least five media assets. | The Evidence Requirements for this Unit will be the production of a digital or paper portfolio containing the following items: 1 A report analysing at least four media assets in computer games. The report should include:  a comparison of the impact of at least two media assets in two different existing games from the same genre.  an explanation of why the assets have been used by the game designers and the effect they have on the games. 2 A report analysing the impact of current legislation on the acquisition of media assets. 3 A plan for producing media assets for a specified brief. 4 A schedule for acquiring and creating the media assets using project management software. 5 A reference list citing the sources of media assets. This must include details of assets sourced from game environments, CD-Rom resources, websites, etc. 6 At least three sourced media assets and at least three created media assets in a digital format for a game development environment, for example:  graphics such as — sprites — background images — 3D objects (including characters) — 3D levels — textures (and associated files) — skyboxes  videos  animations  audio such as — speech — sound effects — music  text such as — text files — script files 7 A description of modifications carried out to at least six media assets.  |

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| **UNIT** | **NPA CGDD** **LEVEL 4 (int. 1)** | **NPA CGDD** **LEVEL 5 (int. 2)** | **NPA CGDD** **LEVEL 6 (higher)** |
| **DEVELOPMENT** | **OUTCOME 1** Create a working computer game. **Performance Criteria** (a) Construct a working game based on a game design document and adhering to the game design brief. (b) Correctly add media assets as specified in the game design document. (c) Carry out testing to eliminate all major errors, and ensure that the game is playable. **OUTCOME 2** Evaluate a computer game. **Performance Criteria** (a) Accurately evaluate how well the completed game meets the requirements of the game design brief. (b) Accurately evaluate how well the completed game matches the game design document, justifying any changes from it. (c) Clearly describe feasible improvements that could be made to the game. **OUTCOME 3** Promote a computer game. **Performance Criteria** (a) The aims of the promotional activity are clearly stated. (b) Identify a suitable and feasible activity to promote the computer game. (c) Produce a clear plan for the activity to promote the computer game. (d) Carry out the activity in accordance with the plan. (e) The activity satisfies the stated aims.  | **OUTCOME 1** Create a working computer game. **Performance Criteria** (a) Construct a working game based on the design document and adhering to the game design brief. (b) Demonstrate an ability to alter the behaviour of objects. (c) Correctly add media assets as specified in the design document (d) Devise a test strategy. (e) Carry out testing to eliminate all major errors, and ensure that the game is playable. **OUTCOME 2** Evaluate a computer game. **Performance Criteria** (a) Accurately evaluate how well the completed game meets the requirements of the game design brief, justifying reasons for evaluation. (b) Accurately evaluate how well the completed game matches the game design document, clearly justifying any changes from it. (c) Produce a user review of the game highlighting strengths, describing feasible improvements and applying a rating system. **OUTCOME 3** Promote a computer game. **Performance Criteria** (a) The aims of the promotional activities are clearly described. (b) Clearly describe two suitable and feasible activities to promote the computer game. (c) Produce a clear and detailed plan for the activities to promote the computer game. (d) Carry out the activities in accordance with the plan. (e) The activities satisfy the stated aims.  | **OUTCOME 1** Create a working computer game. **Performance Criteria** (a) Construct a working computer game based on the design document and adhering to the game design brief. (b) Demonstrate an ability to alter the game-play or to construct complex interactions. (c) Correctly add media assets, as specified in the game design document (d) Devise a detailed test strategy. (e) Carry out testing to eliminate all major errors, and ensure that the game is playable. **OUTCOME 2** Evaluate a computer game **Performance Criteria** (a) Analyse how well the completed game meets the requirements of the game design brief, providing a clear and detailed justification of the analysis. (b) Analyse the completed game to determine to what degree it matches the game design document, clearly justifying any changes from it. (c) Analyse the completed game and clearly describe feasible improvements. (d) Analyse the game development environment used to create the game and justify its selection. (e) Complete a user review, applying a rating system, and comparing the completed game with one of the same or similar genre. **OUTCOME 3** Promote a computer game. **Performance Criteria** (a) The aims of the promotional activities are clearly explained. (b) Clearly describe three suitable and feasible activities, one of which must be branding, to promote the computer game. (c) Produce a clear and detailed plan for all three activities to promote the computer game. (d) Carry out the activities in accordance with the plan. (e) The activities satisfy the stated aims.  |

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| **UNIT** | **NPA CGDD** **LEVEL 4 (int. 1)** | **NPA CGDD** **LEVEL 5 (int. 2)** | **NPA CGDD** **LEVEL 6 (higher)** |
| **DEVELOPMENT** | The Evidence Requirements for this Unit will be the production of a digital or paper portfolio containing the following items: 1 The working computer game. 2 A list of the media assets that have been added. 3 An observation checklist to show that testing has been carried out. 4 A short report ♦ evaluating how well the completed game meets the requirements of the original game design brief ♦ evaluating how well the completed game matches the game design document, justifying any changes from it ♦ identifying at least four feasible items for improvement from the five observable areas of design (narrative, character, level/environment, gameplay/mechanics and user interface) 5 A short report ♦ identifying a suitable and feasible promotional activity for the computer game and stating the aim of the promotional activity ♦ containing a clear plan of the promotional activity 6 Evidence that the promotional activity has been carried out.  | The Evidence Requirements for this Unit will be the production of a portfolio containing the following items: 1 The working computer game. 2 A report which includes one of the following: * code excerpts
* screenshots of the logic/property mechanisms
* details of the alteration of the behaviour of five objects

3 A list of the media assets that have been added. 4 A test strategy. 5 A record of the test results. 6 A report ♦ evaluating how well the completed game meets each requirement of the original game design brief ♦ evaluating how well the completed game matches the game design document, justifying any changes 7 A user review of the computer game. 8 A report ♦ identifying two suitable and feasible promotional activities for the computer game and stating the aims of the promotional activities ♦ containing a clear and detailed plan for the promotional activities 9 Evidence that the promotional activities have been carried out.  | The Evidence Requirements for this Unit will be the production of a digital or paper portfolio containing the following items: 1 The working computer game. 2 Code excerpts or screenshots of the game logic mechanisms used to alter the game play or construct complex interactions on at least five occasions. 3 A list of the media assets that have been added. 4 A test strategy. 5 A record and analysis of the test results. 6 A report analysing the computer game. Based on this analysis ♦ an evaluation of how well the completed game meets the requirements of the original game design brief and how well the completed game matches the game design document, justifying any changes ♦ a description of feasible improvements 7 A report analysing the game development environment giving reasons for its selection. The report should focus on at least four aspects of the development environment. 8 A user review of the completed game applying a rating system and comparing the completed game with one from the same or a similar genre. The review should address five observable areas of design: narrative, character, level/environment, gameplay/mechanics and user interface. 9 A report ♦ describing three suitable and feasible promotional activities for the computer game, one of which must be branding, and stating the aims of the promotional activities ♦ containing a clear and detailed plan for the promotional activities  |