

Access to H.E. National Programme Unit



Unit Title	Computer Games Engines for Esports		
Graded Unit Code:		Ungraded Unit Code:	
Pathway(s)	Digital		
Module(s)	Computing		
Level	3	Credit Value	6
Valid from:	01/09/2023	Valid to:	31/07/2028

The following QAA grade descriptors must be applied if you are delivering the graded version of this unit:

1	Understanding of the subject
2	Application of knowledge
3	Application of skills
7	Quality

LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	The learner can:
1. Understand the purpose of games engines	1.1 Explain the purpose of a games engine
	1.2 Differentiate between 2D and 3D games engines
2. Understand the components and functions of games engines	2.1. Explain graphic rendering and animation systems used in games engines
	2.2. Explain the use of physics in games engines
	2.3. Analyse how games engines use artificial intelligence

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LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	The learner can:
3. Be able to use a 2D games engine	3.1. Create a prototype game level using a 2D games engine that includes: <ul style="list-style-type: none"> a) assets b) actions c) animation within an appropriate game world
4. Be able to use a 3D games engine	4.1. Create a prototype game level using a 3D games engine that includes: <ul style="list-style-type: none"> a) assets b) events c) lighting d) animation within a configured game world
5. Be able to publish games	5.1. Publish 2D game prototype to a developer environment using appropriate industry conventions
	5.2. Publish 3D game prototype to a developer environment using appropriate industry conventions