Access to H.E. National Programme Unit

openawards

Unit Title	Designing Computer Games 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
4	Use of information
5	Communication and Presentation
7	Quality

LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	**The learner can:**
1. Understand the visual style used in computer games for Esports	1.1 Analyse the visual styles of computer games for Esports
2. Understand game play in computer games for Esports	2.1. Evaluate four different game play factors that contribute to a successful computer game
3. Be able to generate ideas for an Esports computer game	3.1. Evaluate the stimuli that lead to game production
	3.2. Create ideas for an Esports computer game
4. Be able to prepare a game design treatment	4.1. Analyse factors that inform the content of a game design treatment

LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	**The learner can:**
	4.2. Create a professional design treatment to Industry standards
5. Be able to present a game design treatment	5.1. Present a game design treatment