Access to Higher Education Unit

This unit forms part of an Access to HE Diploma. If delivering the graded version of this unit, please refer to the Provider Handbook for details on grading descriptors and the application of these across units within your programme.

Unit Title: Designing Computer Games for Esports

Graded Unit Reference Number: GA36COM02

Ungraded Unit Reference Number: UA36COM02

Module: Computing

Level: Three (3)

Credit Value: Six (6)

Minimum Guided Learning Hours: 60

Learning Outcome (The Learner will):		Assessment Criterion (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
		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