

Open Awards Qualification Unit



This unit forms part of a regulated qualification.

1 Unit Details

Unit Title:	Computer Games Development
Unit Reference Number:	A/615/5191
Level:	2
Credit Value:	4
Minimum GLH:	30

2 Learning Outcomes and Criteria

Learning Outcome (The Learner will):	Assessment Criterion (The Learner can):
1. Be able to define different computer games components	1.1 Identify the hardware and software components of a video game system
	1.2 Differentiate between the different platforms that could be used for computer games
	1.3 For a given game, assess the following: <ul style="list-style-type: none"> a) Game objective b) Game structure c) Genre d) Visual style e) Legal and ethical issues
2. Be able to create a computer game specification	2.1 Create a pre-production proposal for a computer game including: <ul style="list-style-type: none"> a) Timescales b) Components and assets needed c) Equipment required
	2.2 Identify the components required to develop the specified computer game
	2.3 Develop an implementation plan for the production of the specified computer game
3. Be able to design and develop a component of a computer game	3.1 Design a component of the specified computer game

	3.2	Develop a component of the specified computer game	
	3.3	Test component of the specific computer game	
4	Be able to obtain feedback and evaluate own work	4.1	Assess the component developed against the initial pre-production proposal
		4.2	Obtain feedback from others
		4.3	Evaluate own work and identify areas for improvement