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 componants	1.1 Identify the hardware and software compnants 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: 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: a) Timescales b) Compontants and assets needed c) Equipment required
	2.2 Idenfiy the componants 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 componant of the specified computer game

The intellectual property rights remain with Open Awards

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

The intellectual property rights remain with Open Awards