Changing lives through learning

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: Computer Games Engines for Esports

Graded Unit Reference Number: GA36COM01

Ungraded Unit Reference Number: UA36COM01

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 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
3. Be able to use a 2D games engine	3.1 Create a prototype game level using a 2D games engine that includes: a) assets b) actions c) animation within an appropriate game world

The intellectual property rights remain with Open Awards.

4.	Be able to use a 3D games engine	4.1 Create a prototype game level using a 3D games engine that includes: 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

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