

Game Engine Technologies for Creative Media Industries	
Level:	One
Credit Value:	6
GLH:	42
OCNLR Unit Code:	CS0/1/LQ/001
Ofqual Unit Reference Number:	A/508/1955

This unit has 4 learning outcomes

LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	The learner can:
1. Know about 3D game engines.	1.1. State the purpose of the game engine technologies. 1.2. List different 3D game engines that are used in the industry.
2. Be able to plan the development of a 3D game level using a 3D game engine.	2.1. Plan an overhead view for a 3D game level. 2.2. Plan where assets will be placed in a 3D game development environment. 2.3. Plan correct locations for spawn points in the 3D game engine environment.
3. Be able to use a Level editor to create a 3D game engine map.	3.1. Create a 3D game map ready to apply 3D assets, using a Level editor. 3.2. Position 3D assets in a 3D game map, using a Level editor. 3.3. Correctly apply the location of spawn points throughout the 3D game map, using a Level editor.
4. Be able to apply testing techniques to a 3D game engine map.	4.1. Carry out alpha testing of a 3D game engine map. 4.2. Identify and resolve issues post alpha testing. 4.3. Beta test a 3D game engine map and comment on areas for improvement. 4.4. Finalise a 3D game engine map and gather feedback from others.

Assessment

The grid below gives details of the assessment activities to be used with the unit attached. Please refer to the OCN London Assessment Definitions document for definitions of each activity and the expectations for assessment practice and evidence for verification.

P = Prescribed This assessment method *must* be used to assess all or part of the unit.

O = Optional This assessment method *could* be used to assess all or part of the unit.

Case Study		Project	
Written question & answer/test/exam		Role play/simulation	
Essay		Practical demonstration	
Report		Group discussion	
Oral question and answer		Performance/exhibition	
Written description		Production of artefact	
Reflective log/diary		Practice file	