

Unit Title: Game Engine Technologies for Creative Media Industries	
Level:	Entry 3
Credit Value:	6
GLH:	60
OCNLR Unit Code:	CS0/E3/LQ/001
Ofqual Unit Reference Number:	H/617/6195

This unit has 3 learning outcomes

LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	The learner can:
1. Be able to plan the development of a 3D game level.	1.1. Plan a basic overhead view for a game level that indicates where assets will be placed.
2. Be able to use a level editor to create a 3D game engine map.	2.1. Create a game map ready to apply assets, using a Level editor. 2.2. Position assets in a game map, using a level editor.
3. Be able to apply testing techniques to a 3D game engine map.	3.1. Carry out alpha testing of a game engine map. 3.2. Identify and resolve at least one issue post alpha testing. 3.3. Finalise a game engine map.

Assessment

The grid below provides suggestions for the types of assessment activities that can be used with the unit attached to provide evidence for the learner's portfolio. Please refer to the OCN London Assessment Guidance document for definitions of each activity and the expectations for assessment practice and evidence for moderation.

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	