

Unit Title: Game Design Concepts	
Level:	Two
Credit Value:	4
GLH:	30
OCNLR Unit Code:	KJ3/2/LQ/003
Ofqual Unit Reference Number:	J/507/2014

This unit has 4 learning outcomes

LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	The learner can:
1. Be able to investigate digital games.	1.1. Investigate the capabilities and limitations of a range of digital gaming platforms. 1.2. Explore the features for a range of different genre digital games. 1.3. Explain the integration of the core components within a digital game.
2. Be able to plan a digital game to a specific brief.	2.1. Identify requirements of a given brief to include the target audience. 2.2. Create an original outline narrative for the game in line with the brief. 2.3. Create a storyboard of sketches and a script from the original outline narrative, including a) characters b) communication c) locations 2.4. Create a work plan to produce the game design to include proposed a) assets b) resources c) timescales 2.5. Identify any legal issues regarding all aspects of game design.

<p>3. Be able to design the game and test plan.</p>	<p>3.1. Produce the detailed narrative from the outline planned.</p> <p>3.2. Create a range of visualisations to illustrate key aspects of the game.</p> <p>3.3. Identify a range of tests to validate the concepts of the game.</p> <p>3.4. Logically order the identified tests to outline the process for a games tester.</p> <p>3.5. Create the game proposal to include all game components, narrative and gameplay.</p>
<p>4. Understand how to review the game against the original brief.</p>	<p>4.1. Critically review the finished product and record feedback.</p> <p>4.2. Describe the quality of the finished product.</p> <p>4.3. Explain the fitness for purpose of the finished product.</p> <p>4.4. Identify parameters and constraints that influenced decisions made.</p> <p>4.5. Produce accurate written records of relevant information about assets obtained such as</p> <ul style="list-style-type: none"> a) source ownership b) any restrictions on use c) where they are located, filenames given

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	O	Practical demonstration	O
Report		Group discussion	O
Oral question and answer	O	Performance/exhibition	O
Written description	O	Production of artefact	O
Reflective log/diary		Practice file	