

Template for CBQ units

Unit	Computer Games Development 1	
SSC Code	CGD1	
SQA Code	H3BC 04	
SCQF Level	5	
SCQF Credit Value	4	
Guided Learning Hours		
Unit summary		
Learning Outcomes The learner will:	Assessment Criteria	
1. Understand computer game components	1.1 Identify the hardware and software components of a computer game system 1.2 Identify the activities required to develop modern computer games 1.3 Identify the components required to develop a computer game 1.4 Describe the features of an existing computer game	
2. Be able contribute to the development of a computer game specification	2.1 Outline the purpose of a pre production proposal document and an implementation plan. 2.2 Contribute to the production of a pre-production proposal document for a computer game project 2.3 Contribute to the production of an implementation plan for a computer game development	
3. Be able to Implement a component of a computer game	3.1 Design a component of a computer game 3.2 Develop a component of a computer game	
Additional information about the unit		
Guidance on approaches to assessment	Further guidance is set out in the CBQ Assessment principles developed by e-skills UK and agreed by the Joint Awarding Body Forum.	
Details of the relationship between the unit and relevant National Occupational	This unit is based on the e-skills UK NOS for IT professionals (PROCOM) available from www.e-	

Standards or other professional standards	skills.com/nos
Location of the unit within the subject/sector classification system	IT Professional
Name of the organisation submitting the unit	e-skills UK