

National Unit Specification: general information

UNIT Computer Games: Digital Gaming Design (SCQF level 4)

CODE F1K4 10

SUMMARY

This Unit may be delivered as a stand-alone Unit or in combination with other Units as part a group of Units making up an award.

This Unit is designed to enable users to acquire an understanding of underlying concepts and fundamental principals involved in digital gaming. The candidate will learn how to recognise and distinguish differences in numerous gaming platforms, environments and genres. Candidates will be introduced to methods used to evaluate different gaming genres through active game play.

This Unit is appropriate for anyone who wants to make considered use of multimedia-based systems.

OUTCOMES

- 1 Identify gaming platforms and related technologies.
- 2 Research, play and report on different gaming platforms from a given brief.

RECOMMENDED ENTRY

While entry is at the discretion of the centre, it would be beneficial if candidates possessed basic IT skills. This may be evidenced by possession of:

D01D 09 *Information Technology (Access 3)*

or equivalent qualifications or experience.

Administrative Information

Superclass: CB

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National Unit Specification: general information (cont)

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CREDIT VALUE

1 credit at Intermediate 1 (6 SCQF credit points at SCQF level 4*)

**SCQF credit points are used to allocate credit to qualifications in the Scottish Credit and Qualifications Framework (SCQF). Each qualification in the Framework is allocated a number of SCQF credit points at an SCQF level. There are 12 SCQF levels, ranging from Access 1 to Doctorates.*

CORE SKILLS

While there is no automatic certification of Core Skills in this Unit there may be opportunities for developing aspects of Core Skills.

National Unit Specification: statement of standards

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Acceptable performance in this Unit will be the satisfactory achievement of the standards set out in this part of the Unit Specification. All sections of the statement of standards are mandatory and cannot be altered without reference to the Scottish Qualifications Authority.

OUTCOME 1

Identify gaming platforms and related technologies.

Performance Criteria

- (a) Identify different gaming platforms.
- (b) Identify hardware specifications of different gaming platforms.
- (c) Identify current trends in gaming platforms.
- (d) Identify future trends in gaming platforms.
- (e) Identify different gaming genres.
- (f) Identify different gaming environments.

OUTCOME 2

Research, play and report on different gaming platforms from a given brief.

Performance Criteria

- (a) Demonstrate an awareness of target audiences.
- (b) Select an appropriate genre on which to base evaluation.
- (c) Employ techniques on which to base evaluation.
- (d) Create a suitable evaluation form.
- (e) Evaluate a digital gaming genre through active game play.

EVIDENCE REQUIREMENTS FOR THIS UNIT

Evidence is required that candidates have achieved all Outcomes and Performance Criteria.

Candidates are encouraged to use the Internet in any research etc, however, the evidence produced must be the candidate's own words. Assessors should ensure themselves of the authenticity of candidate's evidence.

Written and/or oral recorded evidence is required which demonstrates that the candidate has achieved Outcome 1 to the standard specified in the Outcome and Performance Criteria. The evidence for this Outcome should be obtained under controlled, supervised conditions. The assessment will be open-book and should last no more than 45 minutes.

National Unit Specification: statement of standards (cont)

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The instrument of assessment will provide opportunities for each of the Outcomes to be fulfilled by means of sampling across the range of the content of Outcome 1. Where re-assessment is required, it should contain a different sample across the range of content of the Outcome. Achievement can be decided by use of a cut-off score. Each sample must include the following information relating to types of gaming platforms and their technologies:

- ◆ identify **four** digital gaming platforms
- ◆ identify different hardware specifications for **four** digital gaming platforms
- ◆ identify **at least two** current trends in digital gaming platforms
- ◆ identify **at least one** future trend in digital gaming platforms
- ◆ to identify **at least four** types of gaming genre
- ◆ identify accurate descriptions of **five** gaming genres

For Outcome 2 Performance Evidence is required, that demonstrates that a candidate can successfully:

- ◆ identify target audiences for four gaming genres
- ◆ select and describe the main features of four different genre of digital games to meet requirements from given brief
- ◆ design an evaluation form that can be used to evaluate main features of a digital game
- ◆ complete an evaluation form for one genre of digital game

An assessor observation checklist is required which authenticates that candidates have completed the above tasks. An assessor must endorse each candidate checklist with their name, signature and date.

The Assessment Support Pack (ASP) for this Unit provides sample assessment materials including assessor checklists, practical tasks and an instrument of assessment for the knowledge. Centres wishing to develop their own assessments should refer to the Assessment Support Pack to ensure a comparable standard.

National Unit Specification: support notes

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This part of the Unit Specification is offered as guidance. The support notes are not mandatory.

While the exact time allocated to this Unit is at the discretion of the centre, the notional design length is 40 hours.

GUIDANCE ON THE CONTENT AND CONTEXT FOR THIS UNIT

This Unit may be delivered as a stand-alone Unit or in combination with other Units as part a group of Units making up an award.

Outcome 1

The aim of Outcome 1 is to familiarise the candidate with the various types of digital gaming platforms and related technologies. These may be from manufacturer's web pages, catalogues, magazine reviews, from within software help menus and documentation. The candidate should be able to extract information regarding:

- ◆ Types of digital games consoles (such as: platform and mobile devices)
- ◆ Hardware specifications for gaming platforms (such as: processors, memory, graphics configurations and support, wired and wireless technologies and storage capabilities and options)
- ◆ Current and future developments in digital games consoles (such as: HDD graphics, interactive game play with new wireless technologies and an increase in cross platform titles as technological advances in development slow down)
- ◆ Different genres associated with digital games (such as: sports, arcade, fantasy, adventure, shoot-em-ups, adventure, war, historical, puzzle)

Outcome 2

The aim of Outcome 2 is for the candidate to evaluate a digital game based on the main features and game play of the games genre. A candidate should be made aware of factors to be considered for use when designing their evaluation form (such as: identifying genre of games, identifying the target audience for games, identifying effectiveness of the use of environments and characters, identifying effectiveness of game play).

GUIDANCE ON LEARNING AND TEACHING APPROACHES FOR THIS UNIT

A variety of different types of information sources should be used for Outcome 1. Suitable sources include current magazines and a range of web sites available on the internet.

A candidate should be allowed to actively explore various types of gaming platforms such as PCs, games consoles, hand held games consoles, mobile phones which can be used as a games platform, MP3 players which can be used as a games platform, etc.

A candidate could record the findings of their research on a pro forma with suitable headings to enable gathering of appropriate information.

National Unit Specification: support notes (cont)

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The actual distribution of time between Outcomes is at the discretion of the centre. However, the following distribution and order is suggested:

Outcome 1	15 hours
Outcome 2	25 hours

The allocated timings allow for assessment and re-assessment where required.

OPPORTUNITIES FOR CORE SKILL DEVELOPMENT

In this Unit candidates are required to carry out an investigation which may provide an opportunity to gather evidence towards aspects of IT Core Skill and Problem Solving Core Skill.

GUIDANCE ON APPROACHES TO ASSESSMENT FOR THIS UNIT

It may be appropriate for some of the evidence for this Unit to be produced using e-assessment. This may take the form of e-testing (for knowledge and understanding) and/or e-portfolios (for practical abilities). Centres using e-assessment must ensure the normal standards for validity and reliability are observed. *Further information on e-assessment is available at www.sqa.org.uk.*

If a centre is presenting Outcome 1 of these assessments on-line the following assessment methods, where appropriate, may be selected:

- Multiple choice
- Drag and drop
- Multiple response
- Mix and match
- Or a combination of the above

Outcome 1 can be assessed by means of means of written and/or oral recorded evidence which will cover the knowledge and understanding. The assessment for Outcome 2 is practical research consisting of the observation of the candidate using the assessor checklist over a period of time along with the candidate's evaluation form.

The Assessment Support Pack (ASP) for this Unit provides sample assessment materials including assessor checklists, practical tasks and an instrument of assessment for the knowledge. Centres wishing to develop their own assessments should refer to the Assessment Support Pack to ensure a comparable standard.

The practical skills listed on the checklist may be demonstrated in the context of a single extended task, or in the context of a number of smaller tasks. The candidate will normally demonstrate the skills during the teaching and learning activities of the Unit, rather than as separate assessment activities.

National Unit Specification: support notes (cont)

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CANDIDATES WITH DISABILITIES AND/OR ADDITIONAL SUPPORT NEEDS

The additional support needs of individual candidates should be taken into account when planning learning experiences, selecting assessment instruments, or considering alternative Outcomes for Units. Further advice can be found in the SQA document *Guidance on Assessment Arrangements for Candidates with Disabilities and/or Additional Support Needs* (www.sqa.org.uk).