



National Unit specification: general information

Unit title: Computer Gameplay (SCQF level 6)

Unit code: H2X1 12

Superclass: CB

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Version: 01

Summary

This Unit is designed to develop candidates' knowledge and understanding of characteristics that control the way a game is played and to develop an understanding of the concepts of gameplay and game mechanics. A key element of this Unit is that candidates have to play games and observe games being played with a view to identifying and exploring game characteristics.

This Unit is suitable for candidates who have previous experience in computer gaming or any application where gameplay is fundamental to the product. It can be studied as part of a Computer Games award or on its own.

Outcomes

- 1 Identify and describe the characteristics of gameplay.
- 2 Identify and describe the principles of game mechanics.
- 3 Devise and demonstrate a game idea.

Recommended entry

Entry is at the discretion of the centre, although basic computer skills would be recommended.

Credit points and level

1 National Unit credit at SCQF level 6: (6 SCQF credit points at SCQF level 6*)

**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.*

General information (cont)

Unit title: Computer Gameplay (SCQF level 6)

Core Skills

Opportunities to develop aspects of Core Skills are highlighted in the support notes of this Unit specification.

National Unit specification: statement of standards

Unit title: Computer Gameplay (SCQF level 6)

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 SQA.

Outcome 1

Identify and describe the characteristics of gameplay.

Performance Criteria

- (a) Identify gameplay types.
- (b) Identify and describe the characteristics of playability.
- (c) Identify and describe game rules in board games and computer games.

Outcome 2

Identify and describe the principles of game mechanics.

Performance Criteria

- (a) Identify the characteristics of game mechanics.
- (b) Identify victory conditions within a game.
- (c) Research game mechanics and current or emerging trends.

Outcome 3

Devise and demonstrate a game idea.

Performance Criteria

- (a) Develop a game idea.
- (b) Demonstrate the gameplay and game mechanics of the game.
- (c) Evaluate the game and recommend improvements.

National Unit specification: statement of standards (cont)

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Evidence Requirements for this Unit

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

Outcome 1

Written and/or oral and/or product evidence is required showing that candidates can identify and describe the characteristics of gameplay. The evidence must include:

- ◆ Identification of at least four gameplay types from the list below:
 - Cooperative
 - Deathmatch
 - Hack and Slash
 - Levelled
 - Twitch
 - Any other appropriate gameplay type
- ◆ Identification of at least three playability characteristics from the list below:
 - satisfaction
 - learning
 - immersion
 - emotion
 - any other appropriate gameplay type
- ◆ Describe, compare and contrast games rules for one well-known:
 - board game
 - computer game

Outcome 2

Written and/or oral and/or product evidence is required showing that candidates can identify and describe the principles of game mechanics. The evidence must include:

- ◆ Identification of at least four characteristics of game mechanics from the list below:
 - turns
 - action points
 - cards
 - capture/eliminate
 - risk and reward
 - role playing
- ◆ Identification of at least four victory conditions from the list below:
 - goals
 - loss avoidance
 - racing
 - structure building
 - victory points
 - puzzle completion

Research current trends and emerging technologies which may change gameplay and mechanics in the future.

National Unit specification: statement of standards (cont)

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Outcome 3

Written and/or oral and/or product evidence is required showing that candidates have devised and demonstrated a game idea. The evidence must include:

- ◆ short introduction on a game idea
- ◆ details of the gameplay characteristics
- ◆ details of the game mechanics
- ◆ evaluation of the game and suggested improvements to gameplay

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.

IM5 Design User Interfaces for Interactive Media Products

IM16 Plan Content for Web and Multimedia Products

IM20 Design Electronic Games

Guidance on the content and context for this Unit

Candidates are encouraged to look at a wide range of games including board games, card games and computer games. By looking at the characteristics of simple games, candidates will gain an appreciation of how games are designed and what gameplay characteristics and mechanics make them work.

Guidance on learning and teaching approaches for this Unit

Candidates are encouraged to work in groups when playing games and should cover a wide variety when possible. This task should not be rushed or underrated and forms an important learning experience for the candidate.

The following table gives an indication of games within each gameplay type, but candidates are encouraged to suggest their own games and cover different types and genres to gain a wide range of knowledge and experience. Group exercises involving play and discussions will be beneficial for knowledge and skills development and engagement with the subject.

Gameplay	Name
Cooperative	Diablo
Cooperative	Guitar Hero World Tour
Deathmatch	Doom
Deathmatch	Quake
Deathmatch	Unreal
Hack and Slash	Lineage
Hack and Slash	Dragon Slayer
Levelled	Galaxian
Levelled	The Legends of Zelda
Levelled	Super Mario

There is an opportunity for self-guided learning within the context of the Unit through exploration of games to identify characteristics.

Outcomes 1 and 2 are ideal for a mixture of individual research, group discussion and online collaboration.

National Unit specification: support notes (cont)

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Guidance on approaches to assessment for this Unit

The following approaches to assessment are suggested:

Outcomes 1 and 2

Outcomes 1 and 2 may be jointly covered by a mixture of assessment methods. The nature of this subject lends itself to group work, individual tasks and discussions. Suitable evidence methods would be:

- ◆ blog entries
- ◆ reports
- ◆ class discussions
- ◆ oral presentations

Outcome 3

Outcome 3 should be assessed by written and/or oral evidence. This could take a variety of forms:

- ◆ class presentation
- ◆ 'YouTube' style video
- ◆ game website
- ◆ portfolio
- ◆ blog

All three Outcomes could be covered by means of a single project which incorporates the following:

- ◆ blog entries covering gameplay and game mechanics
- ◆ blog entries covering the future of gameplay and mechanics
- ◆ game idea with detail of:
 - gameplay
 - game mechanics
 - game rules
 - victory conditions
- ◆ a demonstration and evaluation of the game idea

The final product may be a report, presentation or video.

Candidates should be encouraged to use the internet as a source of information. Tutors should assure themselves of the authenticity of the candidate's evidence.

National Unit specification: support notes (cont)

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Opportunities for the use of e-assessment

E-assessment may be appropriate for some assessments in this Unit. By e-assessment we mean assessment which is supported by Information and Communication Technology (ICT), such as e-testing or the use of e-portfolios or e-checklists. Centres which wish to use e-assessment must ensure that the national standard is applied to all candidate evidence and that conditions of assessment as specified in the Evidence Requirements are met, regardless of the mode of gathering evidence. Further advice is available in *SQA Guidelines on Online Assessment for Further Education (AA1641, March 2003)*, *SQA Guidelines on e-assessment for Schools (BD2625, June 2005)*.

Opportunities for developing Core Skills

In this Unit candidates will learn about the underlying characteristics of games that control the way a game is played and the parameters that enable a game to function successfully.

Candidates will:

- ◆ identify and describe the characteristics of a game from observation of gameplay
- ◆ research game mechanics and emerging trends
- ◆ devise and demonstrate a game idea
- ◆ evaluate a game idea and make recommendations

This Unit will allow candidates to develop aspects of the Core Skills of *Problem Solving* and *Communication* at SCQF level 6.

Disabled candidates and/or those with additional support needs

The additional support needs of individual candidates should be taken into account when planning learning experiences, selecting assessment instruments, or considering whether any reasonable adjustments may be required. Further advice can be found on our website www.sqa.org.uk/assessmentarrangements

History of changes to Unit

Version	Description of change	Date

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