



## **National Unit specification: general information**

**Unit title:** Computer Games: Character Creation (SCQF level 6)

**Unit code:** H2X0 12

**Superclass:** CB

**Publication date:** November 2012

**Source:** Scottish Qualifications Authority

**Version:** 01

### **Summary**

The purpose of this Unit is to provide candidates with the knowledge and skills to create a character or character designs for use in a computer game or other application. Candidates will gain an understanding of the principles and techniques used in planning characters and their story arcs and/or developmental journeys. Candidates will also develop their practical skills in producing a portfolio of material for use in a computer game or application.

This Unit is suitable for candidates who have previous experience in graphic design and/or animation, or an interest in animation, gaming, film production or any application where characters are fundamental to the digital product. The Unit is also suitable for candidates who do not have previous experience of computer games character creation or development.

### **Outcomes**

- 1 Produce planning documentation for use when designing and developing characters in computer games or applications.
- 2 Produce a fully developed character and an associated developmental journey.
- 3 Present details of a character and evaluate feedback.

### **Recommended entry**

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

## **General information (cont)**

**Unit title:** Computer Games: Character Creation (SCQF level 6)

### **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.*

### **Core Skills**

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

There is no automatic certification of Core Skills or Core Skill components in this Unit.

## **National Unit specification: statement of standards**

**Unit title:** Computer Games: Character Creation (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**

Produce planning documentation for use when designing and developing characters in computer games or applications.

#### **Performance Criteria**

- (a) Research characters in a range of computer games or mobile applications.
- (b) Design a template to be used when developing a character.

### **Outcome 2**

Produce a fully developed character and an associated developmental journey.

#### **Performance Criteria**

- (a) Produce one set of drawings of a proposed character from front, side and perspective viewpoints.
- (b) Produce detailed information on textures, clothing and equipment associated with the character.
- (c) Produce documentation outlining the character's development in the game or application.

### **Outcome 3**

Present details of a character and evaluate feedback.

#### **Performance Criteria**

- (a) Describe character details, concepts and model sheets to a group.
- (b) Evaluate feedback received and produce a report on the outcome of the presentation.

## **National Unit specification: statement of standards (cont)**

**Unit title:** Computer Games: Character Creation (SCQF level 6)

### **Evidence Requirements for this Unit**

Written/oral/product evidence is required to demonstrate that candidates have achieved all of the Outcomes and Performance Criteria. The following items are required for assessment:

- ◆ character design template with sections for biography, physical characteristics, attributes and skills
- ◆ character line or computer generated drawings (at least one set showing front, side and perspective)
- ◆ samples of textures, clothing and equipment
- ◆ documentation outlining character journey/development
- ◆ presentation of character concept, design and development
- ◆ report evaluating feedback on presentation

Evidence should be gathered under open-book conditions.

- ◆ The assessor must be satisfied that the evidence submitted is the original work of the candidate.

## National Unit specification: support notes

### Unit title: Computer Games: Character Creation (SCQF level 6)

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.

This Unit is aligned to the following Skillset National Occupational Standards (NOS):

- ◆ IM2 Obtain Assets for Use in Interactive Media Products
- ◆ IM3 Prepare Assets for Use in Interactive Media Products
- ◆ IM6 Use Authoring Tools to Create Interactive Media Products
- ◆ IM8 Determine the Implementation of Designs for Interactive Media Products

### Guidance on the content and context for this Unit

In this Unit, candidates are required to research characters in computer games, and other mobile applications. Candidates' online and offline research, supporting lectures and discussions should lead to them being able to design a character of sufficient complexity to become an iconic representation of a game or brand.

Candidates will learn about the creation, planning and development of a character. This will include production of a template to be used to describe the character's physical appearance, role in the game, emotional and spiritual attributes, vocabulary, mode of dress, skills and shortcomings. In addition to the template candidates should generate bubble graphs, mindmaps or other appropriate graphical documentation to chart the character's development, decline, growth and motivation within the game. They should also give details of other characters within the game and the relationships with or to the character in development.

Candidates will develop a range of documentation in support of the character including A3 or A4 detailed line drawings in colour or shaded monochrome or computer generated renders which depict the character from front, side and perspective.

Candidates will also further develop the character by use of mood boards or a research portfolio which provides reference material on the character's dress, weapons, equipment, mode of transport, etc or anything pertinent to the character, its appearance or role in the game.

Candidates will use the material developed to present a pitch to the assessor and/or a relevant peer group on the subject of the character, contextualised within the game using the drawings, renders, mood boards, research portfolio and the bubble graph to explain the character and its place in the game.

Candidates will also have the opportunity to evaluate the feedback received on the character by providing a report on what improvements could be made to it within the structure of the game.

## National Unit specification: support notes (cont)

**Unit title:** Computer Games: Character Creation (SCQF level 6)

### Guidance on learning and teaching approaches for this Unit

Practical activities should be lecturer-led in that techniques and processes should be explained clearly, demonstrated and understood by candidates prior to the undertaking of practical tasks.

Outcome 1 — requires the candidate to research a range of environments and characters within games, computer or other mobile applications. The candidate should produce a template to be used in designing a character/s. The template should outline a short biography for the character of about one sheet of A4 which should then be expanded to embrace physical characteristics, villain or hero, protagonist or antagonist, attributes and skills together with motivations, fears, hopes, faith, even manner of speech, sample vocabulary, etc. A more detailed template allows the candidate to build a cohesive 'real' character who will provide players with an emotional ally who engenders empathy and can be embraced as the game develops.

Outcome 2 — requires the candidate to produce at least one set of drawings of a character. There must be sample evidence of textures, clothing, armour or equipment associated with the character to fully render the character beyond a simple line drawing or coloured render. This can be in the form of a mood board or research portfolio supporting the character drawings which should ideally be A3 but an A4 draft would be acceptable. The candidate must also produce a bubble diagram or other documentation which outlines the character's potential journey/development within the game or application.

Outcome 3 — requires the candidate to 'pitch' the character details, including the concept and model sheets ideally to an assessor and/or a peer group. This presentation should include the drawings, mood boards and documentation which outlines the character's developmental journey or story arc. The candidate should produce an evaluative report on the outcome of the presentation.

In summary, this Unit can be delivered to candidates with no prior knowledge of character creation or of games development, although candidates who demonstrate drawing skills or have ability to work with graphics software will find it easier to go beyond basic character creation, producing a piece more complex character.

### Guidance on approaches to assessment for this Unit

Ongoing formative assessment of a portfolio of work.

### 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 social software. 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)*.

## **National Unit specification: support notes (cont)**

**Unit title:** Computer Games: Character Creation (SCQF level 6)

### **Opportunities for developing Core Skills**

There is no automatic certification of Core Skills or Core Skill components in this Unit. However, *Problem Solving* (Outcome 1 — planning) and *Information and Communication Technology* (Outcomes 2 and 3) will contribute to Core Skills development.

### **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](http://www.sqa.org.uk/assessmentarrangements)

## History of changes to Unit

| Version | Description of change | Date |
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