



## ASSESSMENT COVER AND FEEDBACK SHEET

### ICTGAM402 – Assessment 1: Game Design Portfolio I

Consisting of the following units of competence:

Grouping : Interactive 3D Character and Animation		
Consisting of the following units of competence (UoC):		
National ID	State ID	Competency Title
ICTGAM402	AUT67	Identify and apply principles of games design and game playing

Being delivered as part of the qualifications

Training Package Title and National Code:		ICT – Information and Communications Technology	
Qualification Title:	Certificate IV in Digital and Interactive Games (Release 4)	Qualification State IDs:	AWE5
Qualification National ID:	ICT40915		

*Students to sign this document when submitting an assessment*

Due Date:	05-April-2021	Date Submitted:	
Assessment description	Portfolio		
<b>STUDENT DECLARATION</b>			
I have read and understand the details of the assessment.			
I have been informed of the conditions of the assessment and the appeals process.			
I agree to participate in this assessment.			
I certify that the attached is my own work.			
Student ID	Student Name		Student Signature
Assessor's Name	Colton Underwater	Signature:	Date:



## INSTRUCTIONS

### TO THE ASSESSOR

**Type of Assessment** Portfolio – ICTGAM402 – Assessment 1: Game Design Portfolio I

**Duration of Assessment** Week 3 - Week 8

**Location of Assessment** Classroom and home.

**Conditions** Students are assessed individually whilst completing a digital game project, students work in production teams.

Their game project provides context for assessment, if their individual games do not cover the performance criteria the portfolio items may be used as evidence.

It is recommended that the game project is used as often as possible.

Please check the plagiarism policy available in the Student Handbook

Gather evidence to demonstrate consistent performance in conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the game development field of work, and include access to:

- computer hardware and software
- games engines
- file storage.

**Elements and Criteria** As detailed in the assessment plan.



## TO THE STUDENT

### Purpose of Assessment

Assessment must confirm the ability to:

- Identify industry game-design principles
- Outline the development of a computer game
- differentiate game design and play principles
- prepare an outline of a game design according to industry and organisational requirements.
- describe 3-D digital model design techniques outline procedures and processes for computer game development
- identify current game-play hardware and software products
- outline the technical constraints that hardware and software impose on design and development

### What is Assessed

As detailed in the assessment plan.

### Assessment Duration

3 Weeks from commencement until Week 8

### Allowable Materials

appropriate computer hardware and software

### Required Resources

Access to Blackboard shell, Project production documentation such as Hack n Plan (Game design project management software) the GDD (Game Design Document) and team correspondence. Student will be producing a group project game, their contributions may be used as evidence



## Project –ICTGAM402 – Assessment 1-Game Design Portfolio I

In order to complete this portfolio students need to submit the following three documents:

- Design brief for own game
- observation of design principles used in own game
- observation of design principles used in other published titles

As well, students must present their own game in a 5 minute presentation explain the design considerations made when designing their own game.

### Part 1: Design brief

A document containing the following

- Game pitch
- Game overview
- Mechanics
- Asset list
- design philosophy
- at least **three** design principles illustrated
- any other design considerations

### Part 2: Observation of design principles

Using screenshots or concept sketches show at least **three** design principles being used in your own game as well as **two** other already published titles

### Part 3: Presentation

Students are to conduct a 5 minute presentation showing how they used intentional game design and rationale behind design decisions for their game. **An Observation checklist is located in this assessment folder on blackboard** will be completed by the lecturer during the presentation and must be submitted as well as any **slides, notes or other resources** for the presentation.

### Submission checklist

Title	Check
Design Brief	
Observation of design principles for own game	
Observation of design principles for two published title	
Presentation slides/notes etc	
Presentation Observation Checklist	



**Submit of the above in the assessment submissions area on Blackboard.**

## STUDENT FEEDBACK

Feedback will be given to you on Blackboard.

### Comments

Assessor Name: Colton Onderwater	Satisfactorily Completed Yes No
Signature:	