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| Digital Technologies |

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| **Learner Name** |  |
| **Course** | OCR Level 2 Cambridge Technical Diploma in IT |
| **Awarding Body** | OCR |
| **Module Name(s)** | Unit 22 – Developing Computer Games |
| **Assignment Title & Number** | Assignment 1 of 2 |
| **Assessor’s Name** | Michael Phillimore |
| **Hand out Date** | 03.03.2019 |
| **Hand in Date** | 29.03.2019 |
| **Feedback Date** | 01.05.2019 |
| **Upgrade Date** | 15.05.2019 |
| **Feedback Date** | 24.05.2019 |

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| **Assessment Brief IQA by: *(Name & Signature)*** |  | **Assessment Brief sample by Lead IQA: *(Name & Signature)*** |  |
| **Date:** |  | **Date** |  |

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| **Specific outcomes and criteria being assessed** | | |
| **Module** | **Grading Criteria** | **Description** |
| 22 | P1 | Describe the features of different genres of computer games |
| 22 | P2 | Explain the impact of computer games on society and individuals |
| 22 | P3 | Produce a design specification for a computer game |

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| **English, maths and other Skills for Success covered in this assignment** | **English**  Integral throughout | **Maths**  Integral throughout | **Skills for Success** |
| **Learner submission sampled by IQA: (Name and signature)** |  | **Learner submission sampled by Lead IQA: (Name and signature)** |  |
| **Date** |  | **Date** |  |

## Copying Disclaimer

I confirm that all the work contained in this assignment, being presented for assessment, is my own work.

I also confirm that I have not copied this work from other people’s papers, electronically from their disk, from textbooks, CD ROM or from the Internet.

I also understand that if I hand in an assignment that has work in it that has been copied, this will be subject to disciplinary action and may cause me to lose my place on the course.

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| **Student Signature:** |  | **Date:** |  |

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| **Assessor declaration** | I certify that the evidence submitted for this assignment is the learner’s own. The learner has clearly referenced any sources used in the work. I understand that false declaration is a form of malpractice. | | |
| **Assessor signature** |  | **Date** |  |
| **Date of feedback to learner** | | |  |
| **Resubmission authorisation by Lead Internal Quality Assurer\*** |  | **Date** |  |
| \* All resubmissions must be authorised by the Lead Internal Verifier. Only one resubmission is possible per assignment, providing:   * The learner has met initial deadlines set in the assignment, or has met an agreed deadline extension. * The tutor considers that the learner will be able to provide improved evidence without further guidance. * Evidence submitted for assessment has been authenticated and accompanied by a signed and dated declaration of authenticity by the learner.   \*\*Any resubmission evidence must be submitted within 10 working days of receipt of results of assessment.  **Ensure all work is formatted suitably (Arial, Calibri, Century Gothic or Times New Roman – body font size of 11/12 – no italics.)** | | | |

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| **Assignment Brief/Tasks** | |
| **Task 1** | **Grading Criteria Covered:**  Unit 22 – P1 |
| **Evidence Required** | Blog Post using Bloggr |
| In order to show your understanding of the fundamentals of computer games, you should produce a word document covering the following areas;  Describe a range of game genres (10) include common features of each and give examples of games from each genre (e.g. action, adventure, educational, competitive (how?))  Ensure your blog also addresses game development areas and platforms. | |

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| **Task 2** | **Grading Criteria Covered:**  Unit 22 – P2 |
| **Evidence Required** | Word Document |
| It is important to understand the impact of games on individuals and society. Create a written document where you examine the impact of these.  Ensure you cover:   * Jobs (availability, type and activities) * Education (courses, skills and activities) * Communication * Day-to-Day activities * Entertainment   Ensure you back up your points with evidence. | |

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| **Task 3** | **Grading Criteria Covered:**  Unit 22 – P3 |
| **Evidence Required** | Design Specification |
| Create a design specification for a prototype of a game.  The design specification should include;   * Brief (what is the game, target audience, genre, characters, platform, brief overview of story, locations, purpose of mission/level being prototyped, what is the level meant to be giving a user?) * Storyboard of the level * Scripting * 1x Concept art of the main player * Choice of programming language | |

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| **Module Number** | **Criteria included in this assessment** | **Met or Not Met** | | **Comments** |
| **Task 1** | | | | |
| 22 | P1  Describe the features of different genres of computer games |  | |  |
| **Task 2** | | | | |
| 22 | P2  Explain the impact of games on society and individuals. |  | |  |
| **Task 3** | | | | |
| 22 | **P3**  Produce a design specification for a computer game |  | |  |
| **Assessor’s Feedback** | | | | |
| **What Went Well?**  **Even Better If…**  **SPaG & Maths Feedback** | | | | |
| **Assessor Signature:** | | | **Date:** | |
| **Student Signature:** | | | **Date:** | |

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| **Student’s Target (Student to complete from feedback)** | |
| ***Using the feedback provided, consider how you will improve the quality of your assessed work and identify targets to achieve this.*** | |
| **Signature:** | **Date:** |