# Knowledge Assessment

# Running a Studio and Conceptualizing Solutions

## Criteria

### Unit code, name and release number

BSBCRT512 | Originate and develop concepts

ICTGAM555 | Analyse business opportunities in the digital games environments

ICTICT517 | Match ICT needs with the strategic direction of the organisation

### Qualification/Course code, name and release number

ICT50220 | Diploma of Information Technology

## Student details

### Student number

### Student name

## Assessment declaration

* This assessment is my original work and no part of it has been copied from any other source except where due acknowledgement is made.
* No part of this assessment has been written for me by any other person except where such collaboration has been authorised by the assessor concerned.
* I understand that plagiarism is the presentation of the work, idea or creation of another person as though it is your own. Plagiarism occurs when the origin of the material used is not appropriately cited. No part of this assessment is plagiarised.

### Student signature and date

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Date created: 05/09/2019

Date modified: 21/06/2024

For queries, please contact:

SkillsPoint Technology and Business Services

Location Ultimo

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RTO Provider Number 90003 | CRICOS Provider Code: 00591E

This assessment can be found in the: [Learning Bank](https://share.tafensw.edu.au/share/access/searching.do?doc=%3Cxml%2F%3E&in=P7ac4831b-430a-4b8d-8b56-f7b32ed5b9cf&q=&type=standard&sort=rank&dr=AFTER)

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## Assessment instructions

Table 1 Assessment instructions

|  |  |
| --- | --- |
| Assessment details | Instructions |
| **Assessment overview** | The objective of this assessment is to assess your required knowledge to conceptualize solutions to game design problems and properly operate a game studio |
| **Assessment Event number** | 2 of 3 |
| **Instructions for this assessment** | This is a written assessment and it will be assessing you on your knowledge of the unit.  This assessment is in two parts:   1. Conceptualize solutions 2. Multiple choice questions   Assessment feedback |
| **Submission instructions** | On completion of this assessment, you are required to submit it to your assessor for marking.  It is important that you keep a copy of all electronic and hardcopy assessments submitted to TAFE and complete the assessment declaration when submitting the assessment. |
| **What do I need to do to achieve a satisfactory result?** | To achieve a satisfactory result for this assessment all questions must be answered correctly. |
| **Due date/time allowed** | 3rd of December  Indicative time to complete assessment: 1 hour |
| **Assessment feedback, review or appeals** | Appeals are addressed in accordance with [Assessment Guidelines for TAFE NSW](https://staff.tafensw.edu.au/documents/2017/11/assessment-guidelines-v02.pdf/). |

## Part 1: Conceptualize solutions

Your recent project has undergone several playtests, and you’ve just received feedback.

From the 5 following game design issues addressed by the play testers, choose ***three*** to devise solutions for:

* A) Your game is filled with breakable walls that the player is supposed to be able to destroy. The majority of players struggled to notice which walls *were* breakable, as they barely stood out from regular walls. Players either got stuck for a frustratingly long time or needed to ask for help.
* B) Your game features optional levels, and one of these optional levels introduces a fun game mechanic. Near the end of the game, the same mechanic returns in a *mandatory* level. Players who didn’t play the optional level before are confused by how it works and find it too difficult to use, given the challenge of the games climax.
* C) Your game is an action RPG that features multiple classes (Warrior, Mage, Thief etc.) One of the later bosses in the game features numerous attacks that are extremely dangerous and difficult to avoid at a close range. People playing ranged classes found the boss far too easy, while people playing melee classes found it frustratingly difficult.
* D) Each stage within your game features hidden collectables that are used to unlock cosmetics. They aren’t required for completion, meaning numerous players avoided them completely. Once the player reaches the final level however, the stage is locked behind the requirement of finding at least 50% of the hidden collectables, meaning many players had to begrudgingly play through half of the game again to collect them.
* E) Your game features a vast array of weapons, although the majority of players defaulted to using a specific sword as it was clearly superior to every other weapon in the game. In turn, some players felt as though this limited their freedom as using any other weapon seemed foolish.

**Task 1:** For the three issues that you chose, write down ***two*** potential design solutions for each.

**Design Issue #1**

**1st Solution:**

**2nd Solution:**

**Design Issue #2**

**1st Solution:**

**2nd Solution:**

**Design Issue #3**

**1st Solution:**

**2nd Solution:**

**Task 2:** For one of your chosen solutions, identify a *different* potential issue it could lead to if implemented poorly.

**Task 3:** Choose 2 individuals to propose your solutions to, documenting their feedback on each while ascertaining which solutions they considered to be superior.

**Feedback on solutions to Design Issue #1**

**Feedback on solutions to Design Issue #2**

**Feedback on solutions to Design Issue #3**

**Task 4**: Construct a professional email to your game director to put forward your chosen solutions. Of the solutions, only put forward those which were the best received for each issue, and make any further amendments based on the critique that you received.

## Part 2: Multiple Choice Questions

Answer the following multiple-choice questions to ensure your studio has an appropriate understanding of the various legal requirements involved in operating a studio and producing a game.

1. **Which of these are required considerations when starting a game studio?**

| Answer choices | Select the correct answers |
| --- | --- |
| 1. A potential means of funding your first game |  |
| 1. Choosing a popular game to mimic the success of |  |
| 1. Establishing a competent team |  |
| 1. Establishing a minimum of 3 upcoming projects |  |

1. **Which of these are important legalities to consider when running a game studio?**

| Answer choices | Select the correct answers |
| --- | --- |
| 1. Ensuring your game features a morally upstanding protagonist to provide a positive influence |  |
| 1. Ensuring your game isn’t appropriating any pre-existing intellectual properties |  |
| 1. Abiding by the contract you’ve established with your publisher |  |
| 1. Ensuring your game isn’t *at all* similar to any other games in order to ensure copyright issues are avoided |  |

1. **Which of these are both effective and sensible environmental considerations?**

| Answer choices | Select the correct answers |
| --- | --- |
| 1. Appropriately disposing of e-waste |  |
| 1. Exclusively utilising the oldest technology available to minimize your carbon footprint |  |
| 1. Shutting off devices when they aren’t in use |  |
| 1. Enforcing a vegetarian diet within the studio |  |

1. **Which of these are ways copyright and intellectual property laws can provide legal protection for your studio?**

| Answer choices | Select the correct answers |
| --- | --- |
| 1. Trademarks can be placed to protect your logos, words, phrases etc. |  |
| 1. Other creators won’t be able to create games that are similar to yours in any capacity |  |
| 1. Copyright will take effect automatically following the creation of an original work |  |
| 1. People will be allowed to create commercialised products using your intellectual property given they credit you |  |

1. **Which of these would be important steps to take in dissolving your studio if the need arose?**

| Answer choices | Select the correct answers |
| --- | --- |
| 1. Properly finalizing all legal obligations |  |
| 1. Notifying your playerbase |  |
| 1. Attempting to dissolve discreetly in order to avoid public notice |  |
| 1. Releasing all projects in their current states |  |

## Assessment Feedback

*NOTE: This section* ***must*** *have the assessor signature and student signature to complete the feedback.*

### Assessment outcome

Satisfactory

Unsatisfactory

### Assessor Feedback

Was the assessment event successfully completed?

If no, was the resubmission/re-assessment successfully completed?

Was reasonable adjustment in place for this assessment event?  
*If yes, ensure it is detailed on the assessment document.*

Comments:

### Assessor name, signature and date:

### Student acknowledgement of assessment outcome

Would you like to make any comments about this assessment?

### Student name, signature and date

***NOTE: Make sure you have written your name at the bottom of each page of your submission before attaching the cover sheet and submitting to your assessor for marking.***