**MCSD**

**GPG512 Games Programming**

**DOCUMENT code: FA1**



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| **Fill in the following form with your information.** |

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| --- | --- |
| **Student Number:** | 3288 |
| **Surname:** | Taylor |
| **Full names:** | Leardo |

Unit Standard(s): N/A

# INSTRUCTIONS:

1. Submit documents on the project information below. The documents must be submitted electronically, uploaded to your ePoE / ColCampus
2. Rename this document to:
   1. GPG512 Surname Name StudentNumber FA1
3. Fill in your details and hand the Rubric document also in to be used as a mark sheet.
4. Hand in a document named:
5. GPG512 Surname Name StudentNumber FA1
6. References must be listed, when applicable.
7. Save all your documents regularly while you are working.
8. After you have completed the assignment below, keep a copy of your work, keep a backup copy and hand your work in.

If your work is NOT SAVED correctly or accessible for the examiner or damaged, you will lose all the marks for this assessment. Ensure that your work virus free.

PROJECT INFORMATION

This is a research based assessment. Your topic is “Game Development: How to Enhancing e-Learning through quality gaming techniques”. Use the follow guidelines to aid your research:

1.1 What is Gaming and Gaming Development?

1.2 Discuss and expatiate on the following;

• Game types,

• Game genres,

• Game platforms.

1.3 What is e-learning?

1.4 What are E-learning Games?

1.5 Discuss factors to consider when creating an effective game.

1.6 Research the word “Gamification”

1.7 How can Gamification be used to enhance e-Learning?

| **Criteria** | **Unacceptable** | **Sub standard** | **Good** | **Excellent** | **Marked** | **Moderated** |
| --- | --- | --- | --- | --- | --- | --- |
| **Marks** | **0** | **1** | **2** | **3** |  |  |
| Document: title page, table of contents, introduction, bibliography, spelling, grammar. | 0 | 1 | 2 | 3 | 0 | 0 |
| 1.1 Gaming | 0 | 1 | 2 | 3 | 0 | 0 |
| 1.2 Discussion | 0 | 1 | 2 | 3 | 0 | 0 |
| 1.3 e-learning | 0 | 1 | 2 | 3 | 0 | 0 |
| 1.4 e-learning games | 0 | 1 | 2 | 3 | 0 | 0 |
| 1.5 Factors | 0 | 1 | 2 | 3 | 0 | 0 |
| 1.6 Gamification and e-learning | 0 | 1 | 2 | 3 | 0 | 0 |
| **TOTAL**: |  | | | | 0 | 0 |
| **OUT OF:** |  | | | | 21 | 21 |
| **PERCENTAGE:** |  | | | | 0 | 0 |
| **Deductions**: | Copied work (plagiarism) | | | | 0 | 0 |
| **Deductions**:  Late submissions | 1 day late (1min to 24 hours) deduct 5%  2 days late (24 to 48 hours) deduct 10%  3 days late (48 to 72 hours) deduct 15%  More than 72 hours late will receive 0%. | | | | 0 | 0 |
| **TOTAL PERCENTAGE:** |  | | | | **0** | **0** |