

## Internal Assessment Resource

## Digital Technologies | Hangarau Matihiko Level 1

## Achievement Standard: 91877 and 91878

## Standard title: Develop a proposal for a digital outcome and Develop a design for a digital outcome

## Credits: 6

## Resource title: Game Jamming

| Authenticity of evidence | Teachers/Kaiako must manage authenticity for any assessment from a public source, because students may have access to the assessment schedule or student exemplar material.  Using this assessment resource without modification may mean that students’ work is not authentic. The teacher/kaiako may need to change figures, measurements or data sources or set a different context or topic to be investigated or a different text to read or perform.  Students must write their report in their own words and reference any quotes accordingly. |
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### Generate some ideas

You will be given a randomly generated game jam theme (or a few to choose from). Your task is to generate a bunch of potential ideas for games that you might be able to make that will meet the theme.

The best way to do this is with paper and pen. Use a bunch of brainstorms, sketches.

You will need to write a synopsis for your top three ideas. [Watch this video for some tip](https://www.google.com/url?q=https://www.youtube.com/watch?v%3Dxe2X0WJgI-4&sa=D&source=docs&ust=1643076937866815&usg=AOvVaw1lW4bDQz_MT21GTf-oQVtS)s or look at [this website](https://agameamonth.net/game-6-my-ld46-submission-a-short-post-mortem-with-game-jam-tipps/) for a breakdown of the process.

Complete the “Generate Ideas” section of your document.

### Narrow it down

You need to narrow these ideas down to one that you will design. You will do this by doing four steps:

1. Feedback. Describe your ideas to several people and listen to their feedback.
2. Research and Evaluate the ideas:
   1. Are there other games like that? (Existing outcomes)
   2. Why are the existing outcomes good or bad?
   3. What resources do you have available,tutorials, time, skills, software.
   4. How difficult might it be to make? Is it in scope?
3. Do a Pros and Cons for each idea
4. Make a decision!

Fill in the “Narrow it Down” section of the document.

Further Considerations

When people make video game, it’s important to make sure we have considered key implications like the following BEFORE you design the game:

● social - how might it bring people together

● cultural - is it culturally offensive or sensitive- does it promote a culture

● legal - have you met all the legal requirements of Creative Commons or “Fair Use”

● ethical - does it offend or promote anti-social attitudes or behaviours

● intellectual property - does it copy someone else's idea?

● privacy - do you have permission from anyone seen in the game, distribution and costs

● accessibility- who can use it and can everyone who wants to use it do so?

● usability - about HCI and how a human user interacts with the outcome

● functionality - about how it works and behaves

● aesthetics - how does it look, is it consistent and appealing in it’s art style

● sustainability and future proofing - finished? What about updates? Marketing etc

● health and safety.- flashing lights, disorientation etc considered these if relevant?

Watch [THIS VIDEO](https://drive.google.com/file/d/1W9qZIB6EUfcXPuHCfPmi6d_WoQNErlNk/view) before attempting to answer the questions in the “relevant implications” section of the document.

Complete the Relevant Implications Section of the Document

Design your game

A Game Design Document is an industry standard document describing and showing exactly what your game will be, how it will function and what it will look like. Key terms that you have to understand before completing this are:

* Synopsis
* Scope
* Purpose
* Context
* Requirements
* Specifications
* End User

Game Design Documents require that you can create the following things to better describe your final game idea.

* Game Flow Diagrams eg how the game levels and gameplay flow from scene to scene
* Wireframes eg. UI, Menus
* Sketches eg characters, levels, enemies, camera angles

Complete your Game Design Document

Refine your Game Design Document

The Game Design Document MUST have been given teacher feedback and an opportunity to improve upon it.

Get feedback and improve the document.

Evaluate your Design

Justify, with evidence why this design is going to be awesome. Does it fit the theme? How does it meet the relevant implications? How will it meet the needs of the target audience?

Don’t forget to include research to back up your claims. Use the internet and add a bibliography of websites or articles that you used. The better you do this section, the better the mark you will get.

Complete “Evaluate and Design” section then submit the document

Combined Proposal and Design- Marking Schedule

| **Achieved**  **Develop a proposal** | **Achieved**  **Develop a design** | **It could look like…...** |
| --- | --- | --- |
|  | Provide evidence of research and generated a range of design ideas | Research into what you could make.  Using the theme and coming up with a few potential games that fit the theme somehow  Research into how to do ‘stuff’ video links, sources, existing outcomes. |
|  | Describe the relevant social implications and end user considerations | Include consideration of relevant implications before development |
| The proposal includes an outcome statement which contains the problem/issue, scope, purpose and context.  The proposal identifies the end user  The proposal includes a list of requirements (must do...must be….must have)  The proposal includes a list of Specification (technical, measurable)  The proposal identifies a list of resources required | Define the purpose of the outcome and the end users | A Game Design Document (this contains the Proposal too! Requirements, specs,resources, target audience, issue(s), scope,purpose, context) |
|  | Describe the appropriateness of the chosen design | Evaluation of your chosen proposal and design |
| **Merit**  **Develop an informed proposal** | **Merit**  **Develop an informed design** |  |
| The proposal has been informed by feedback and research | Use feedback to improve the design | Several pieces of high quality feedback informing proposal and design |
| The proposal shows clear links between the requirements, specification, end users and required resources. | Explain how the design meets the relevant social implications and end user considerations | High Quality evaluation (from A criteria) |
| **Excellence**  **Develop an effective proposal** | **Excellence**  **Develop an effective design** |  |
| The proposal includes justification, with evidence, of how it will meet the overall project requirements. | Includes justification, with evidence, of how the chosen design is suitable for the purpose and the end users. | Evaluation contains justifications with evidence of how it fits the project goals/theme/scope etc. |