Intermediate Game Development – Knowledge Questions

1. What is a privacy policy, and when does a game need one?

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| If the game is using, collecting or handling any user data to explain how their data is being used. |

1. Data collection laws are particularly strict when it comes to which group of people?

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| When collecting data on children, under 13-16 years and parental concent will have to be given before any data or information can be collected. |

1. What is Intellectual Property, and which types of IP are most relevant to game development?

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| Copyright as music, art and computer programs are used in video game designs |

1. Where can you find assets to use in your game, and what do you need to keep in mind when using a lot of these sites/services?

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| The Unity or Unreal Engine asset store, has free and paid assets.  TurboSquid is an online market place for free and paid 3d models.  Mixamo can be used to access characters and animations.  Freesound.org is an example location for access to free audio packs.  Always ewnsure you have permission to use the assets in your game. |

1. What are creative commons licenses, and how can they help when you’re searching for assets to use?

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| Creative Commons, there are 6 different CC licenses with different rules but assets in the creative common are generally free to use. |

1. Why is a code of ethics a useful thing for a studio to have?

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| Covers what lines your company will not cross, eg use of addicitive features in games, consequences for not complying to the code of ethics etc. |

1. What types of things would usually be covered in a code of ethics?

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| Anti-discrimination, how team should treat one another, what ethical lines the company and teram are not willing to cross e.g. minimal use of addictive strategies, how the team represents the company. Company values |