

Qualification details			
Training Package Code and Title:	ICT - Information and Communications Technology (Release 7.0)		
Qualification National Code and Title:	ICT40120 Certificate IV in Information Technology (Gaming Development)	State code:	BFF9
Training Package Code and Title:	CUA - Creative Arts and Culture Training Package (Release 5.1)		
Qualification National Code and Title:	CUA41220 Certificate IV in Screen and Media (Animation, Gaming, and Visual Effects)	State code:	BGS2

Assessment Title	AT01 Video Game Case Study		
Unit National Code & Title	ICTGAM421 Identify and apply games design and game play principles (Release 1)		
Date Due	Session 7	Date Received	

Student Name		Student ID	
Student Declaration	I declare that the evidence submitted is my own work:		

Assessor Name			
Assessment Decision	<input type="checkbox"/> Satisfactory	<input type="checkbox"/> Not Yet Satisfactory	
Assessor Signature		Date	
Is student eligible for reassessment (Re-sit)?	<input type="checkbox"/> No	<input type="checkbox"/> Yes	Reassessment Date:

Feedback to student			
Via Blackboard (LMS) – Please check [Grade] section.			
Feedback from student			
Via Blackboard (LMS) – Please use [Comment] section during submission.			
Student signature		Date	

Assessment Instructions

TO THE ASSESSOR

Type of Assessment	<i>Case Study</i>
Duration of Assessment	<i>7 sessions (session 1 – session 7)</i>
Location of Assessment	<i>Classroom, and at home</i>
Conditions	<p><i>Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.</i></p> <p><i>This includes access to:</i></p> <ul style="list-style-type: none"><i>the internet</i><i>required hardware and software required in researching games and the games industry</i> <p><i>Learners are required to complete the required tasks and submit the required evidence electronically via Blackboard.</i></p>
Elements and Criteria	<p>As detailed in the assessment plan.</p> <p>You are required to make sure that all students meet the elements, performance criteria and foundation skill items as outlined in the provided checklist.</p>

TO THE STUDENT

Purpose of Assessment

You are required to show you can:

ICTGAM421 Identify and apply games design and game play principles

- Identify and review game-play elements in various game genres
- Identify objectives of game play in various game genres
- Document findings from game genre analysis
- Identify target markets in various types of games
- Interpret choices and patterns of buyers and players
- Identify game-design principles in various games
- Identify and outline game design and play strategies

You are required to meet the elements, performance criteria and foundation skill items as outlined.

Allowable Materials

Blackboard (Topic by topic) will include the following: Weekly Readings, Class notes, and Weekly Activities.

Internet resources must be recorded as references for the assessment.

Required Resources

Computer with:

- *Internet Access*
- *Word processing software*
- *Access to Learning Management System (LMS)*

Reasonable Adjustment

In some circumstances, adjustments to assessments may be made for you. If you require support for literacy and numeracy issues; support for hearing, sight or mobility issues; change to assessment times/venues; use of special or adaptive technology; considerations relating to age, gender and cultural beliefs; format of assessment materials; or presence of a scribe you need to inform your lecturer.

Assessment Submission

All activities must be attempted.

Use of research tools and peers in formulating answers are acceptable – but work submitted must be your own work and must not be plagiarised.

Final files and documentation are to be uploaded to the appropriate area in the Blackboard course created for this unit.

If you are marked as NYS (Not Yet Satisfactory) on your first attempt, you will be provided with another opportunity to re-attempt the assessment.

Project contents

This project consists of the following tasks:

- Select and prepare an outline of a video game that exists within one of the genres defined in this document
- Analyse the selected video game genre and document the characteristics
- Interpret the consumer demographics of the selected video game
- Identify the industry game-design and game play principles and strategies that apply to the selected video game

Criteria

The final page(s)/slide(s) of the analysis should also include appropriately recorded references to all relevant resources used to gather and document the information included. Depending on the nature of the software you have used to construct your digital presentation, it should be exported as either .doc, .docx, .pptx, .pdf, .html, or an alternative file format that has been discussed and confirmed with your lecturer.

Scenario

For this assessment you are required to prepare an written outline of an existing video game within one of the following genres – **platformer, action, adventure, or role-playing game (RPG)**. Thoroughly read through the following points and ensure they have all been appropriately addressed in the final iteration of the outline.

Section 1 – Analyse video game genre

1. Document findings of analysis - You will need to conduct appropriate research in order to address each of the required points, with your findings being recorded in an analysis of the video game you select. The outline of the video game analysis should take the form of a digital report (textual document) or presentation (PowerPoint, video, etc.), and should include relevant text, images, and other appropriate types of media.
2. For your selected video game genre, determine and analyse the defining game-play characteristics. Consider the core mechanics for the genre, and describe how they are used to create a distinct and engaging gaming experience.
3. For your selected video game genre, determine and analyse the objectives and purpose of game-play. Consider the typical game play and progression loops for the genre, and describe how they are used to generate an engaging gaming experience for the player.

Section 2 – Interpret consumer demographics

1. For the video game you have selected to analyse for this case study, you need identify and describe the characteristics of the relevant target consumer markets. Determine the target demographics for the game by considering the qualities of its primary target audiences and conducting appropriate research to identify market information. You should research and describe relevant statistical data to support your findings.
2. For the target consumer demographics that you have identified for the selected video game, you must interpret and describe the relevant consumer habits. Determine and describe the choices and patterns of consumers and players, giving consideration to how this may impact how the design and marketing strategies for the video game.

Section 3 – Outline game design and gameplay principles

1. For the video game you have selected to analyse for this case study, you need to identify a range of relevant game design and game play principles, strategies or methodologies and describe how they apply to the overall design of the video game. Define the difference between game design and game play principles, and consider the impact of each on the design of a video game. Consider and describe how various elements of the video game (such as dynamics, progression, feedback, engagement, flow, etc.) have been designed in order to fulfil a particular role in the game, or help to shape the player's overall gaming experience.