



ASSESSMENT COVER AND FEEDBACK SHEET

ICTGAM426 – Assessment 3: Feedback and Review

Consisting of the following units of competence:

Grouping: Gaming Developme		
Consisting of the following units of competence (UoC):		
National ID	State ID	Competency Title
ICTGAM426	OBU80	Write narrative scripts for interactive games

Being delivered as part of the qualifications

Training Package Title and National Code:		ICT – Information and Communications Technology	
Qualification Title:	Certificate IV in Information Technology (Gaming Development)	Qualification State IDs:	AC17
Qualification National ID:	ICT40120		

Students to sign this document when submitting an assessment.

Due Date:	12-Nov-2021	Date Submitted:	
Assessment description	Game Design Document		
STUDENT DECLARATION			
I have read and understand the details of the assessment.			
I have been informed of the conditions of the assessment and the appeals process.			
I agree to participate in this assessment.			
I certify that the attached is my own work.			
Student ID	Student Name	Student Signature	
Assessor's Name	Colton Onderwater	Signature:	
		Date:	



INSTRUCTIONS

TO THE ASSESSOR

Type of Assessment ICTGAM426 – Assessment 3: Feedback and Review

Duration of Assessment Week 12 - Week 16

Location of Assessment Classroom and home.

Conditions Students are assessed individually whilst completing a digital game project, students work in production teams.

Their game project provides context for assessment, if their individual games do not cover the performance criteria the portfolio items may be used as evidence.

It is recommended that the game project is used as often as possible.

Please check the plagiarism policy available in the Student Handbook

Gather evidence to demonstrate consistent performance in conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the game development field of work, and include access to:

- computer hardware and software
- games engines
- file storage.

Elements and Criteria As detailed in the assessment plan.



TO THE STUDENT

Purpose of Assessment

Assessment must confirm the ability to:

- Present synopsis and storyboards to required personnel and seek
- feedback
- Collate and respond to comments and feedback
- Revise scripts and storyboards according to feedback
- Undertake focus testing with intended audience

What is Assessed

As detailed in the assessment plan.

Assessment Duration

5 Weeks from commencement until Week 12

Allowable Materials

appropriate computer hardware and software

Required Resources

Access to Blackboard shell, Project production documentation such as Hack n Plan (Game design project management software) the GDD (Game Design Document) and team correspondence. Student will be producing a group project game; their contributions may be used as evidence.





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Students are to present their script and storyboard to their **lecturer and 3 other students**. Students are then to gather and document feedback given. Students are to include:

- **Focus testing processes and procedures**
 - o Explanations on how they will gather feedback.
- **Documented feedback from focus test**
- **Documented responses to the feedback gathered.**
 - o What are some common points raised during the focus test?
 - o What feedback will be implemented or rejected.
 - o What are the reasons for rejecting feedback

Submit of the above in the assessment submissions area on Blackboard.

STUDENT FEEDBACK

Feedback will be given to you on Blackboard.

Comments

Assessor Name: Colton Onderwater	Satisfactorily Completed	Yes	No
Signature:			