

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	AT04 Video Games Industry Analysis		
Unit National Code & Title	ICTGAM421 Identify and apply games design and game play principles (Release 1)		
Date Due	Session 18	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>Presentation</i>
Duration of Assessment	<i>8 sessions (session 11 – session 18)</i>
Location of Assessment	<i>In classroom (computer labs), 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

- Review social, emotional and cognitive aspects of contemporary interactive game play
- Review and describe history of the games industry
- Review game play and design in non-computer-based games
- Identify uses of games in commercial, industrial, education, military training and therapeutic and assessment contexts
- Research and identify industry game-design principles
- Outline technical limitations and constraints of industry hardware and software

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:

- Create a presentation that addresses the following topics
 - History of the games industry
 - Game play and design of non-computer based games
 - Social, emotional, and cognitive impacts of game play
 - Gamification across a range of industries
 - Game design principles, frameworks, and methodologies
 - Limitations of industry hardware and software
- Deliver the presentation to the class

Instructions

For this assessment you are required to prepare and deliver a presentation addressing the evolution and impact of video games. Thoroughly read through the following points and ensure they have all been appropriately addressed in the final iteration of the presentation.

Section 1 – History of games

1. Review the history and evolution of the games and industry over the last century and summarise your findings. Identify and consider the historical milestones of the industry in regard to key generational technology, key industry members, as well as market volume and value.
2. Review the nature of game play and design in games that are not computer or technology based and summarise your findings. Identify and consider the game play and design for a range of non-digital games such as (but not limited to) table top games, traditional puzzles, or even parlour games.

Section 2 – Contemporary games

1. Review the impact of contemporary interactive game play on the players of video games and summarise your findings. In your summary, consider and describe how contemporary interactive game play impacts on players cognitively (the way a person thinks), emotionally (the way a person feels), and socially (the way a person interacts with and relates to other people). You should reference relevant images and statistical information in formulating your summary.
2. Research and describe the concept of 'gamification' as it applies to industries other than video games and summarise your findings. Identify and describe examples of how gamification can be applied in the following contexts – **'commercial entertainment', 'industrial goods', 'education, training and assessment', 'military training'**, as well as **'therapeutic, recovery and relaxation'**. You should reference relevant images, market information, and statistical information in formulating your summary.
3. Research industry-standard game design principles and summarise your findings. Identify and describe how various frameworks for approaching game design may be implemented.
4. Identify and outline the general technical limitations and constraints of the hardware and software that is used for playing and developing video games, and summarise your findings. In formulating your outline, you should reference relevant technical documentation and specifications of the software and hardware you research.

Section 3 – Presentation

1. Once you have finalised your presentation you will need to meet with your lecturer to confirm an appropriate time to deliver your presentation to a group of peers. As you deliver your presentation you will need to use relevant industry terminology, as well as appropriate listening and questioning techniques in order effectively communicate and clarify your findings to the audience. Your presentation should be created in a way that uses a range of technology such as a PowerPoint, video, or other form of digital presentation.