



## ASSESSMENT COVER AND FEEDBACK SHEET

### ICTGAM426 – Assessment 4: Write Final Script

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:   | 10-Dec-2021          | Date Submitted: |                   |
| Assessment description  | Game Design Document |                 |                   |
| <b>STUDENT DECLARATION</b>  |                      |                 |                   |
| 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

|                               |   |
|-------------------------------|---|
| <b>Type of Assessment</b>     | ICTGAM426 – Assessment 4: Write Final Script  |
| <b>Duration of Assessment</b> | Week 12 - Week 20   |
| <b>Location of Assessment</b> | Classroom and home.   |
| <b>Conditions</b>             | <p>Students are assessed individually whilst completing a digital game project, students work in production teams.</p> <p>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.</p> <p>It is recommended that the game project is used as often as possible.</p> <p>Please check the plagiarism policy available in the Student Handbook</p> <p>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:</p> <ul style="list-style-type: none"><li>• computer hardware and software</li><li>• games engines</li><li>• file storage.</li></ul> |
| <b>Elements and Criteria</b>  | As detailed in the assessment plan.   |



## TO THE STUDENT

### Purpose of Assessment

Assessment must confirm the ability to:

- Collate and respond to comments and feedback from focus testing
- Review and rewrite script synopsis, script and dialogue where required
- Initiate revised storyboards where required
- Present final script in agreed format to required personnel and obtain sign-off

### What is Assessed

As detailed in the assessment plan.

### Assessment Duration

5 Weeks from commencement until Week 20

### 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.





## ICTGAM426 – Assessment 4: Write Final Script

Students are to submit a final submission for **both their storyboards and synopsis**. With feedback gathered from Assessment 3 implemented.

**Final submission must be formatted and presented to industry standard.**

**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<br>Signature: | Satisfactorily Completed Yes No |
|--|---------------------------------|