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| **BTEC National Extended Diploma in ICT** | | |
| **Assessment Title: Gaming as we know it!** | | |
| Assessor: Trevor Till | Student: | Course code: S/S: Yr 2 |
| Unit Number: 22 | Unit Title: Developing Games | Assessment Code: Asst 22.2 |
| Hand out Date : Fri 13/3/20 | Hand in date: Fri 3/4/20 | Date handed in: |

Please note that the grade that you have been awarded is subject to confirmation by the awarding body.

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| **Scenario**  As a newly qualified Junior Games Developer you have been asked to create a short report explaining to a panel of potential employers your knowledge of game genres, gaming platforms and the impact of the gaming revolution on society. Your report may be in any form you wish provided it covers the key areas listed below in the tasks. The report can be in any suitable format... as long as you include text, images and if necessary audio and video.   |  | | --- | | 1. Your report must cover at least 8 different computer games with descriptions and examples that cover :  * different genres * different gaming platforms and the technical specifications of the platforms * explanations of why the platform technical specification makes it suitable for the genres that are, mainly, played on it   So you will need to find an example of a game that falls into each genre and ensure you cover as many different platforms and types of technology and game play as possible!!   1. You must also include an explanation of the effectsof computer games on society. You must consider 1) possible benefits to society, 2) possible problems caused to society.   **All your statements need to be backed with evidence and you MUST reference your sources.** | | 1. You must also include an explanation of the **psychological** **effects** of computer games on individuals. You must include:  * Positive effects on the gamer him/herself * Negative effects on the gamer him/herself  1. You need to explain if the psychological effects lead to other impacts on society. Explain it from the point of view of:  * Negative effects on other people in society * Positive effects on other people in society   These points may go beyong the social effects that you explained for P1.  **To gain the distinction criteria here you will need to have provided thorough referencing for your research. Make sure you show a list of any websites that supported your points.** | |

**What to hand in:**

1.report/movie/web page for task 1

2. Report for task 2

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| *Types of game*: genres eg  Puzzle games,  educational games,  action games,  Role-Playing Games (RPGs),  adventure games,  Real Time Strategy (RTS),  strategy games,  platform,  simulations,  sports games,  stealth shooter games,  combat games,  First Person Shooters (FPS),  massively multiplayer online (MMO); | *gaming platforms/environments e*g  personal computer,  console  portable hand held console,  smartphone – native app  smartphone – web app,  internet,  *technologies*  the capabilities of the hardware for the platforms used by the game (think of the system minimum requirements),  type of graphics and quality of graphics,  game play (what the player does), |

**How to hand in your assessment**

This assessment must be submitted to Trevor’s VLE page by 11.55pm on the hand in date on the front of the assignment brief.

If you have a valid reason why you will not be able to hand in the work on time (up to 3 days later), you will need to fill out and hand in an AE1. If you need to ask for a longer extension you will need to fill out and hand in an AE2 to your Head of School at least two days before the assessment deadline.

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| **Student declaration:**  I have read the Assignment Submission Procedure. I agree that this is my own work or my own work and that of other members of my group. It has not been copied (plagiarised) from any other source e.g. the internet, a book, another student or group of students. I know that I may FAIL this assignment if my Head of School proves that this is not my own work. | | | |
| Student signature |  | Date: |  |

For staff use only.

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| **Internal Verification** | This assessment has been verified and form IV8 completed: | IV name: | IV signature: | Date: |

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| SMOG INDEX: | 17.4 |

N.B. Test for readability on scenario and tasks only.

**Assessor marking grid**

**Student name:**

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| Grading criteria | Grading criteria | Achieved (✓)  Not attempted (NA)  Fail (F)  Referral 1 (R1)  Referral 2 (R2) | Comments/Feedback | Target date  for referral. |
| P1 | Explain the impact of computer games on society |  |  |  |
| P2 | Describe different types of computer game |  |  |  |
| D1 | Examine the psychological effects of computer gaming on individuals and society |  |  |  |

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| **General comments and feedback on English and maths**  This is for the overall comments and well dones.  This is for the comments on grammar, spelling and maths; what was done well and areas for improvement (– in line with the college marking strategy). |

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| **Actual Grade** | **Grading criteria** | P1 | P2 | D1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **Achieved?** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

Please note that the grade that you have been awarded is subject to confirmation following internal verification and external sampling by the Awarding Body.

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| I certify that the evidence submitted for this assignment - either via the VLE or other method - is the learner’s own. The learner has clearly referenced any sources used in the work. I understand that false declaration is a form of malpractice. |

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| Assessor signature: | Date marked: |