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| **Assignment** | |
| Qualification | BTEC Diploma in Computer Games Design |
| Unit number and title | Unit 20: Computer Game Platforms and Technologies |
| Start date | 26/09/2016 Group B - 30/09/2016 Group A |
| Deadline | 10/10/2016 Group B - 14/10/2016 Group A |
| Assessor name | James Tedder |
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| Assignment title | Understand game platforms types |
| You are an apprenticeship games designer working for a small games developer in the east midlands. Your manager wants you to do some research on a variety of different game platforms available. This will include describing game platform types and history  **Learning Outcomes:**  **Unit 20: P1** Describe game platform types with some appropriate use of subject terminology  **Unit 20: M1** Explain game platform types with reference to detailed illustrative examples and with generally correct use of subject terminology  **Unit 20: D1** Comprehensively explain game platform types with elucidated examples and consistently using subject terminology correctly   |  | | --- | | **The work for this assignment must be submitted in accordance with the instructions given at** **the end of each task within the assignment**  **Students are reminded that late work will not be accepted for assessment. Student Declaration**  I declare that all the work submitted for this assignment is my own work, or in the case of group work, the work is **my work** I completed as part of the group, and that no part of it has been copied from any source (other than for referencing).  I understand that if **any** part of the work submitted for this assignment is found to be plagiarised  **none** of the work submitted will be allowed to count towards the assessment of the assignment.  Signed: Date:\_\_\_\_\_\_\_\_\_\_\_\_ | | |
| **Task 1**  Create an on-line presentation (blog), written report, video or other form of presentation which shows your understanding of the development history of game platforms. Create a timeline including the different generations of hardware and technical developments.  **Task 2**  Write an article for an online game ezine/blog on the types of interactive game platforms, highlighting their limitations.   * investigate the features and limitations of arcade and console game platforms * investigate the features and limitations of PC, mobile and TV game platforms | |

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| This brief has been verified as being fit for purpose | | | |
| Assessor | James Tedder | | |
| Signature |  | Date |  |
| Internal verifier | Wayne Gallear | | |
| Signature |  | Date |  |