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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

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| **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:\_\_\_\_\_\_\_\_\_\_\_\_  |

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| **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 |  |