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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 | 20/01/2016 Group A - 30/01/2017 Group B |
| Deadline | 10/02/2016 Group A - 20/02/2017 Group B |
| Assessor name | James Tedder |
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| Assignment title | Assignment 4 – Connection and Installation |
| Working as an IT technician in a games company you are required to connect, configure and install game consoles, devices and games.  **Learning Outcomes:**  **Unit 20: P4** Apply techniques to connect and configure platforms and devices with some assistance.  **Unit 20: M4** Apply techniques to connect and configure platforms and devices competently with only occasional assistance.  **Unit 20: D4** Apply techniques to connect and configure platforms and devices to a technical quality that reflects near-professional standards, working independently to professional expectations.   |  | | --- | | **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**  Create a portfolio of evidence demonstrating how you have connected and configured platforms and devices, and installed games.   * Create a video or step by step written guide including photographs of yourself configuring at least two gaming devices. * Show and explain how to connect the device to power, display, internet and any peripherals (e.g. controllers, keyboards). Setting up/updating drivers could also be included if using PC. * Show and explain how you can play online multiplayer games and communicate with friends. * Show and explain how you create a user account for the device if needed. * Show and explain how you install/download, configure and play games on the device.   Your portfolio must contain records of:   * Connected and configured platforms * Connected and configured devices * Installed and configured games | |

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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 |  |