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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 | 12/10/2017 Group B - 10/10/2017 Group A |
| Deadline | Task 1: 02/11/2017 Group B - 31/10/2017 Group A  Task 2: 09/11/2017 Group B - 07/10/2017 Group A |
| Assessor name | James Tedder |
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| Assignment title | Assignment 1 - Understanding 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 a timeline including the different generations of hardware and technical developments. This could be done as an on-line presentation (blog), written report, video or other form of presentation which shows your understanding of the development history of game platforms.  You must:   * Identify and list gaming platforms from the past and present that make up the different generations highlighting key platforms in game hardware history. * Compare the different technical advancements between each generation   **Task 2**  Write an article for an online game ezine/blog on the types of interactive game platforms, highlighting their limitations.  Your article must:   * investigate the features and limitations of arcade and console game platforms * investigate the features and limitations of PC and mobile game platforms   **Indicative Characteristics**  **Merit**  Learners will use examples to relate their descriptions of platforms to technology development revealing an understanding of the limitations of the various platforms.  **Distinction**  Learners will evidence confidence and mastery of knowledge of game platform types, correctly relating platform development to technology developments. They will make accurate comments on features and limitations using extended examples which are fully clarified to show how they carry the point being made. For this grade, explanations will be free from confusion or ambiguity, drawing out of the examples precisely those aspects that exemplify the point under discussion. | |

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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 |  |