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| **Assignment** | |
| Qualification | BTEC Diploma in Computer Games Design |
| Unit number and title | Unit 72: Computer Game Design  Unit 2: Communication Skills for Creative Media Production |
| Start date | WC: 06/11/2017 Group A & B |
| Deadline | WC: 20/11/2017 Group A & B |
| Assessor name | James Tedder |
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| Assignment title | **Assignment 1 – What’s in the Game?** |
| **Learning Outcomes:**  **Unit 2:** Communication Skills for Creative Media Production    **Unit 72:** Computer Game Design     |  | | --- | | **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:\_\_\_\_\_\_\_\_\_\_\_\_ | | |
| **Scenario**  You are a freelance blogger who has been commission to write a piece about the principles of games design. You must show off your knowledge and research skills throughout.  **Task**  You will write an article for an online games blog on the principles of game design, with deconstructive analysis of a selection of games chosen by you. Your article will address visual styles of chosen games and gameplay. (Unit 72 - P1)  Visual style could include:  The world (terrain, architecture, objects); characters; non-playing characters (NPC); feedback interface; perspectives (2D, 3D, first-person, third-person, scrolling, aerial, context-sensitive); full motion video (FMV)  Gameplay styles could include: interaction model, eg avatar, omnipresence; single player; multiplayer; narrative; game setting, eg physical, temporal, environmental, emotional, ethical; goals; challenges; rewards; player actions; rules; difficulty; game mechanics (inventory, scoring, win condition); balance; feedback; game structure (flowchart); addiction  You must research for this task and select and review relevant and targeted materials from a wide variety of different sources such as books, magazines, articles, leaflets, journals, television and the internet. You must reference your research throughout. (Unit 2 - P1)  Merit & Distinction criteria guidance  You will need to evidence confidence and mastery of knowledge of game principles, correctly relating visual style and gameplay through their use of extended examples which are fully clarified. (Unit 72 – M2/D2)  You will select and review highly relevant and well-targeted materials from a wide variety of different sources. Detailed and precisely focused information will be selected from these sources and will be fully and precisely recorded. The information extracted will reflect a thorough understanding of its relevance and suitability. (Unit 2 - M1/D1) | |

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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 |  |