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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 | WC: 22/02/2018 |
| Deadline  | WC: 5/02/2018 |
| Assessor name | James Tedder |
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| Assignment title | Assignment 2 – Current Hardware Technologies |
| 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 the current hardware technologies used within the games industry. **Learning Outcomes:** **Unit 20: P2** Describe hardware technologies for game platforms with some appropriate use of subject terminology**Unit 20: M2** Explain hardware technologies for game platforms with reference to detailed illustrative examples and with generally correct use of subject terminology**Unit 20: D2** Comprehensively explain hardware technologies for game platforms 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**This assignment can be done as an on-line presentation (blog), written report, video or other form of presentation which shows your understanding of the current hardware technology’s within the games industry.You need to investigate and discuss: * HCI developments for game platforms
* Central and graphical processors for game platforms
* Memory, display and sound technologies for game platforms
* Game storage medium, interface devices, connectivity and power supplies for game platforms

(Minimum 750 words)**Task 2**Based upon your research choose components for a new high performance game system. These components will be picked online from shops of your choice. You have a £600 budget and components do not need to include VAT. You must justify why you have chosen the selected components.Components you must include are:* Motherboard
* CPU
* Memory
* Graphics Card
* Storage

Once chosen you must create a digital or hand drawn image of the system including case and controller. Again, justify your design choices of both. |

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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 |  |