|  |  |
| --- | --- |
| **Assignment** | |
| Qualification | BTEC Extended Diploma in Computer Games Design |
| Unit number and title | Unit 4 – Creative Media Production Management Project  Unit 5 – Working to a brief in Media |
| Start date | 11/04/2018 |
| Deadline | 25/05/2018 |
| Assessor name | James Tedder |
|  | |
| Assignment title | Game Production & Evaluation |
| **Learning Outcomes for Unit 5:**  **P3**apply a response to a brief working within appropriate conventions and with some assistance **M3** apply a response to a brief competently showing some imagination and with only occasional assistance **D3** apply a response to a brief to near-professional standards showing creativity and flair and working independently to professional expectations **P4** comment on own work on completion of a brief with some appropriate use of subject terminology. **M4** explain own work on completion of a brief with reference to detailed illustrative examples and with generally correct use of subject terminology **D4**critically evaluate own work on completion of a brief with reference to professional practice, and consistently using subject terminology correctly.  **Learning Outcomes for Unit 4:**  **P3**manage a production process to create a media product working within appropriate conventions and with some assistance.  **M3** manage a production process competently to create a media product to a good technical standard, showing some imagination and with only occasional assistance.  **D3** manage a production process to near-professional standards to create a media product, showing creativity and flair and 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:\_\_\_\_\_\_\_\_\_\_\_\_ | | |
| **Scenario**  You are an apprenticeship games designer working for a games developer in the East Midlands. Your manager has previously asked you to research, plan and create a video game based on a brief.  **Task 1 Unit 4 P3 & Unit 5 P3**   1. Carry out your production and present your finished work in an appropriate format for client/class review. (P3) 2. Build a portfolio of pre-production; Production and Post-Production documentation needed to effectively produce the Project (P3) 3. Present your completed work as a DVD COPY with Portfolio paperwork and/or using an appropriate e-portfolio format (Google/Dropbox) as illustrated in class.   **Unit 4 and 5 M3**   * Effective evidence of task requirements and you will manage your role with a clear sense of procedure. * Demonstrate effective and competent organisational skills and provide focused direction to others within the production team. * Care and thought will be put into your work. This will be clearly evidenced through detailed planning, careful documentation and effective communication. * The outcome will be a competent and effective product which shows facility and some confidence in relation to skills and the handling of equipment/software. * Some imaginative thought behind the work so that relevant codes and conventions will be employed with some inventiveness. Occasional support provided but you benefit from it.   **Unit 4 and 5 D3**   * Show a full grasp of task requirements and a committed approach to their management role within the production. * Planning and achievements will demonstrate a near-professional standard of management which includes the ability to act both independently and highly effectively. * You will have had a clear and successful effect upon the production due to their committed and proficient execution of their role. * The outcome will be a product which, in technical and creative terms, is beginning to approach a professional standard and bears comparison with it, showing high level technical skills and confidence in the handling of equipment/software. * Develop ideas and apply their technical skills not just with imagination but with ingenuity and even elegance, and codes and conventions will be used with occasionally surprising results. D1, You will be capable of working autonomously and effectively. The term ‘working independently’ means that you are able to work on your own initiative, do not need constant support or supervision, give the work your full commitment, work positively and cooperatively with others, and meet deadlines. In other words, you have the kind of self-management skills that would be expected of them in a professional context.   Note that this criterion should not be taken to mean that you do not seek advice or that you work without discussing things with the tutor, but rather that you are not dependent upon the support of others and that when you take advice you weigh it carefully for yourself.  **Task 2 Unit 5 P4**  You will discuss your ideas, thought process, the development process and how your game meets the original brief. Include challenges you have overcome and changes that you have made to your original brief. You will show your working game highlighting the best features and include an evaluation of the finished product.  To achieve more than a pass play testers must provide feedback which you refer to throughout the task.  This assignment can be completed as a video, presentation or written report with a video of the working game.  **Unit 5 M4**   * You will explain what you have tried to accomplish and how you have worked to try to achieve what you have set out to do. * You will explain decisions made and will exemplify these explanations through relevant and detailed reference to your own work, though the examples you give will not be further elucidated. * You will have produced a detailed evaluation of role, process and the effectiveness of your team or individual performance. * This review will be informed by the feedback of others which will have been actively sought. Typically, you will have evidenced some changes to the game resulting from various constraints and unforeseen challenges. * You will use technical vocabulary for the most part correctly, but may make mistakes or be unsure about usages at times.   **Unit 5 D4**   * You will make an accurate and critically objective assessment of your own achievement with detailed reference to elucidated examples taken from that work. * You will make critical comparisons of your own work with current or past practice in a relevant area (that is, the same genre or format as you have worked in). * You will have played an important role and will fully evaluate your personal development in relation to brief and role requirements. * You will actively seek out the views of others going beyond the obvious sources of feedback (Other learners and your tutor) by showing your game to likely members of the intended audience and will address the more complex issues such as the impact of professional and legal constraints upon their work. * Technical vocabulary will be secure and used correctly and confidently at all times. | |

|  |  |  |  |
| --- | --- | --- | --- |
| This brief has been verified as being fit for purpose | | | |
| Assessor | James Tedder | | |
| Signature |  | Date |  |
| Internal verifier | Wayne Gallear | | |
| Signature |  | Date |  |