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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: 09/04/2018 Group A & B |
| Deadline | Group A: 05/03/2018 Group A & B |
| Assessor name | James Tedder |
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| Assignment title | **Assignment 3 – The Pitch** |
| **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 an apprentice games designer and you have developed a new game concept. You have created a design portfolio and report for a 2D PC game using the GameMaker engine with a science fiction theme. Your game includes maths based puzzles/questions implemented within the gameplay and must be equivalent to GCSE grade 4 or above.  **Task (Unit 2 P4M4D4 & P5M5D5, Unit 72 P4M4D4)**  You are now required to pitch your game to a project director. Based upon the scenario you will create a roughly 10 minute presentation and pitch for your game. Using presentation software (PowerPoint, Prezi etc) you will create a professional presentation discussing your concept and key features to a group of stakeholders. Provision of other visual aids such as handouts is helpful but not required.  You may use notes when you make your presentation, but you may not read from a fully written out text.  Your aim is to persuade the audience of the value of your concept and ideas enthusiastically. You will use the correct tone, style and register for the occasion. Be prepared to ask question from your tutor or other class members.  **See next page for breakdown of merit and distinction criteria**  **Merit Criteria**   * You will give a generally enthusiastic presentation covering all the main points of their concept. You will speak with conviction and be able to relate your concept to existing titles, showing how your idea may have value. * You will use technical vocabulary for the most part correctly, but may make mistakes or be unsure about usage at times. * The presentation will contain relevant text and supporting materials such as artwork, screen-shots, animations and other pre-production materials. * The structure of the presentation will be sound. * Express intentions and ideas clearly; there may, however, be occasions when they are less clear. * Register will be appropriate to the situation or audience and engagement of the audience will be generally good, with only occasional lapses. * Attention will be paid to any questions the client or tutor may ask although these may not always be fully responded to. * Language skills will be adequate for you to communicate ideas and deal with more complex material.   **Distinction Criteria**   * The presentation will be convincing and professional, revealing coolness under pressure, yet you will be complete in content and energetic in approach, exhibiting verve and aplomb. * It will have been prepared independently. * Technical vocabulary will be secure and used correctly and confidently at all times. * The presentation will contain highly relevant text and supporting materials such as artwork, screen-shots, animations and other pre-production materials. * Slide shows will be well structured and fluent * Communication skills will be consistently good, language skills will be of a high standard. * You will be able to express yourself clearly using a wide range of vocabulary, speak with clarity using a good vocabulary and deploy that vocabulary with accuracy and confidence. * Register will always be appropriate to the situation or audience and learners will engage and maintain their audience’s attention throughout the presentation. * Language skills will be adequate for learners to communicate complex ideas and material. * Listening skills will also be good with learners showing a readiness to take in and respond fully to questions | |

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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 |  |