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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: 07/05/2018 |
| Deadline  | 24/05/2018 |
| Assessor name | James Tedder |
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| Assignment title | Assignment 3 – Current Software 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 software technologies used within the games industry. **Learning Outcomes:** **Unit 20: P3** Describe software technologies for game platforms with some appropriate use of subject terminology**Unit 20: M3** Explain software technologies for game platforms with reference to detailed illustrative examples and with generally correct use of subject terminology**Unit 20: D3** Comprehensively explain software 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 software technology’s within the games industry.You need to investigate and discuss: * Platform dependency of game platforms
* Operating systems used for game platforms
* Drivers for sound, graphics and network interface cards for game platforms
* Application software used to develop games
* Graphical and sound APIs used for game platforms
* Software technologies used for games on mobile devices.

**Merit Criteria**You will enhance descriptions through the use of appropriate examples which reveal good understanding. You will use technical vocabulary for the most part correctly, but may make mistakes or be unsure about usages at times**Distinction Criteria**You will produce an accurate, detailed discussion which evaluates (that is, makes comparisons, or draws out the advantages and disadvantages of) the software you are discussing. You will draw upon well selected examples and make fluent use of subject terminology. Technical vocabulary will be secure and used correctly and confidently at all times. |

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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 |  |