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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 | 24/05/2018  |
| Deadline  | 12/06/2018 |
| Assessor name | James Tedder |
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| Assignment title | Assignment 4 – Connection and Installation |
| Working as an IT technician in a games company you are required to connect, configure and install game consoles, devices and games.**Learning Outcomes:** **Unit 20: P4** Apply techniques to connect and configure platforms and devices with some assistance.**Unit 20: M4** Apply techniques to connect and configure platforms and devices competently with only occasional assistance.**Unit 20: D4** Apply techniques to connect and configure platforms and devices to a technical quality that reflects near-professional standards, working independently to professional expectations.

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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**Create a portfolio of evidence demonstrating how you have connected and configured platforms and devices, and installed games.* Create a video or step by step written guide including photographs of yourself configuring **at least two gaming platforms, devices and games**.
* Show and explain how to connect the device to power, display, internet and any peripherals (e.g. controllers, keyboards). Setting up/updating drivers could also be included if using PC.
* Show and explain how you can play online multiplayer games and communicate with friends.
* Show and explain how you create a user account for the device if needed.
* Show and explain how you install/download, configure and play games on the device.

Your portfolio must contain records of: * Connected and configured platforms
* Connected and configured devices
* Installed and configured games

Your portfolio must clearly show and explain the processes used when setting up using a professional approach.  |

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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 |  |