# Media and Communication (Creative iMedia)

**OCR** Oxford Cambridge and RSA

| Unit Title | Developing Digital Games | | | Unit Code | R092 | Session | | Year | |

| Centre Name | | | | | Centre Number | |
| Candidate Name | | | | | Candidate Number | |

| Criteria | Teacher Comments | Centre | Mod |
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**LO1: Understand game creation hardware, software and peripherals.**

| MB1: 1-3 marks | MB2: 4-6 marks | MB3: 7-9 marks |
| --- | --- | --- |
| Produces a summary of the capabilities and limitations of a **limited range** of 2D and 3D software used for digital game creation which demonstrates **limited** understanding.<br><br>Demonstrates a **limited** understanding of gaming platform hardware and peripherals required to create and test digital games. | Produces a summary of the capabilities and limitations of a **range** of 2D and 3D software used for digital game creation which demonstrates **sound** understanding.<br><br>Demonstrates a **sound** understanding of gaming platform hardware and peripherals required to create and test digital games. | Produces a summary of the capabilities and limitations of a **range** of 2D and 3D software used for digital game creation which demonstrates **thorough** understanding.<br><br>Demonstrates a **thorough** understanding of gaming platform hardware and peripherals required to create and test digital games. |
| [1 2 3] | [4 5 6] | [7 8 9] |

| LO2: Be able to plan the creation of a digital game. | | |
|---|---|---|
| **MB1: 1-6 marks** | **MB2: 7-11 marks** | **MB3: 12-15 marks** |
| Produces an interpretation from the client brief for a digital game which meets **few** of the client requirements.<br><br>Produces a **limited** identification of target audience requirements.<br><br>Draws upon **limited** skills/knowledge/understanding from other units in the specification.<br><br>Demonstrates a **basic** understanding of the key aspects of game creation. The contextualisation of these aspects to the brief is **limited**.<br><br>Creates a test plan for the digital game which tests **some** of the functionality.<br><br>Applies **basic** design techniques to the planning of the game structure, including **limited** reference to pathways, game play and game mechanics and with **limited** consideration of the success criteria.<br><br>Sources and stores the assets to be used in the digital game **occasionally** using methods that are **appropriate**. | Produces an interpretation from the client brief for a digital game which meets **most** of the client requirements.<br><br>Produces a **clear** identification of target audience requirements.<br><br>Draws upon **some relevant** skills/knowledge/understanding from other units in the specification.<br><br>Demonstrates a **sound** understanding of the key aspects of game creation. The contextualisation of these aspects to the brief is **sound**.<br><br>Creates a test plan for the digital game which tests **most** of the functionality, identifying expected outcomes.<br><br>Applies **sound** design techniques to the planning of the game structure, including **some** reference to pathways, game play and game mechanics and with **some** consideration of the success criteria.<br><br>Sources and stores the assets to be used in the digital game **mostly** using methods that are **appropriate**. | Produces an interpretation from the client brief for a digital game which **fully** meets the client requirements.<br><br>Produces a **clear** and **detailed** identification of target audience requirements.<br>**Clearly** draws upon **relevant** skills/knowledge/understanding from other units in the specification.<br><br>Demonstrates a **thorough** understanding of the key aspects of game creation. The contextualisation of these aspects to the brief is **comprehensive**.<br><br>Creates a **clear** and **detailed** test plan for the digital game which **fully** tests the functionality, listing tests, expected and actual outcomes and identifying re-tests.<br><br>Applies **detailed** design techniques to the planning of the game structure, including **extensive** reference to pathways, game play and game mechanics and with **thorough** consideration of the success criteria.<br><br>Sources and stores the assets to be used in the digital game **consistently** using methods that are **appropriate**. |

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| Demonstrates a **limited** understanding of legislation in relation to the use of assets, ideas and concepts in a digital game.<br><br>**[1 2 3 4 5 6]** | Demonstrates a **sound** understanding of legislation in relation to the use of assets, ideas and concepts in a digital game.<br><br>**[7 8 9 10 11]** | Demonstrates a **thorough** understanding of legislation in relation to the use of assets, ideas and concepts in a digital game.<br><br>**[12 13 14 15]** | | | |
| **LO3: Be able to create a digital game.** | | | | | |
| **MB1: 1-5 marks** | **MB2: 6-9 marks** | **MB3: 10-12 marks** | | | |
| Needs **considerable support** to select and use appropriate software features to create a digital game.<br><br>**Occasionally** uses **basic** geometric parameters to manipulate object(s) and environment(s), displaying **limited** accuracy.<br><br>**Occasionally** uses properties to set parameters and manipulate (where appropriate) **a limited number of** objects and environments.<br><br>Imports assets into the digital game, some of which are not appropriate.<br><br>**[1 2 3 4 5]** | Needs **some support** to select and use appropriate software features to create a digital game.<br><br>Uses geometric parameters **most of the time** to manipulate object(s) and environment(s), displaying **some** accuracy.<br><br>**Mostly** uses properties to set parameters most of the time and manipulate (where appropriate) **some** objects and environments.<br><br>Imports assets and combines components that are **mostly** appropriate throughout the digital game.<br><br>**[6 7 8 9]** | **Independently** selects and uses appropriate software features to create a digital game.<br><br>**Consistently** uses geometric parameters to manipulate object(s) and environment(s), displaying **excellent** accuracy.<br><br>**Consistently** uses properties to set parameters and manipulate (where appropriate) **all relevant** objects and environments.<br><br>Imports assets and combines components, which are **consistently** appropriate, **effectively** throughout the digital game.<br><br>**[10 11 12]** | | | |

| MB1: 1-6 marks | MB2: 7-11 marks | MB3: 12-15 marks | | |
|---|---|---|---|---|
| Creates a **limited** range of **basic** interactions using the software to aid in game-play experience. The interactions have **limited appropriateness** to the brief.<br><br>Creates game-play controls that are **sometimes** appropriate and **partly** operational. Uses basic algorithms which are **sometimes appropriate.** The algorithms work **some** of the time.<br><br>Saves, exports and publishes the digital game with **some** components and assets working, to form a **partially** functional game that **in part** reflects the game design in relation to the client brief.<br><br>**Occasionally** saves electronic files using **appropriate** file and folder names and structures. | Creates a **range** of appropriate interactions, **some** advanced, using the software to enhance the game-play experience. The interactions are **mostly appropriate** to the client brief.<br><br>Creates game-play controls that are **mostly** appropriate and **mostly** operational. Uses basic algorithms which are **mostly appropriate.** The algorithms work **most** of the time.<br><br>Saves, exports and publishes the digital game with **most** components and assets working, to form a **fully** functional game that **generally** reflects the game design in relation to the client brief.<br><br>**Mostly** saves electronic files using file and folder names and structures which are **consistent** and **appropriate**. | Creates a **wide range** of appropriate interactions, **effectively** using the software to enhance the game-play experience. The interactions are **consistently appropriate** to the client brief.<br><br>Creates game-play controls that are **consistently** appropriate and **fully** operational. Uses basic algorithms which are **consistently appropriate.** The algorithms work **consistently**.<br><br>Saves, exports and publishes the digital game with **all** components and assets working, to form a **fully** functional game that **fully** reflects the game design in relation to the client brief.<br><br>**Consistently** saves electronic files using file and folder names and structures which are **consistent** and **appropriate**. | | |
| **[1 2 3 4 5 6]** | **[7 8 9 10 11]** | **[12 13 14 15]** | | |

| LO4: Be able to review the creation of a digital game. | | | | | |
|---|---|---|---|---|---|
| **MB1: 1-4 marks** | **MB2: 5-7 marks** | **MB3: 8-9 marks** | | | |
| Produces a review of the digital game which demonstrates a **limited** understanding of what worked and what did not, making **few** references back to the brief.<br><br>**Partly** tests the digital game with **limited** reference to the brief and to a test plan.<br><br>Review identifies areas for improvement and further development of the digital game, **some** of which are **appropriate** and sometimes are **explained**.<br><br>**[1 2 3 4]** | Produces a review of the digital game which demonstrates a **reasonable** understanding of what worked and what did not, **mostly** referencing back to the brief.<br><br>Tests **most** of the digital game with **some** reference to the brief and to a test plan.<br><br>Review identifies areas for improvement and further development of the digital game, which are **mostly appropriate** and **explained well**.<br><br>**[5 6 7]** | Produces a review of the digital game which demonstrates a **thorough** understanding of what worked and what did not, **fully** referencing back to the brief.<br><br>**Fully** tests the digital game with **clear** reference to the brief and to a test plan.<br><br>Review identifies areas for improvement and further development of the digital game, which are **wholly appropriate** and **justified**.<br><br>**[8 9]** | | | |
| | | **Total 60/** | | | |
| If this is a re-sit, please tick | | Session and Year of previous submission | | **Please tick to indicate this work has been standardised internally** | |

Please note:   This form may be updated on an annual basis.  The current version of this form will be available on the OCR website (www.ocr.org.uk).

**Guidance on Completion of this Form**
1      **One** sheet should be used for each candidate.
2      Please ensure that the appropriate boxes at the top of the form are completed.
3      Please enter *specific* page numbers where evidence can be found in the portfolio, and where possible, indicate to which part of the text in the mark band the evidence relates.
4      Circle the mark awarded for each strand of the marking criteria in the appropriate box and also enter the circled mark in the final column.
5      Add the marks for the strands together to give a total out of 60.  Enter this total in the relevant box.