

Cambridge NATIONALS LEVEL 1/2

# **CREATIVE iMEDIA**



Unit R092: Developing digital games  
RESOURCE LINKS

Version 1



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# INTRODUCTION

Resources Link is an e-resource, provided by OCR, for teachers of Cambridge Nationals. It provides descriptions of, and links to, a variety of teaching and learning resources that you may find helpful.

We have mapped the suggested resources to the relevant learning outcome of this unit and provided information about their cost and format.

If you know of other resources you would like to see included here, or discover broken links, please let us know. We would also like to hear from you if you have any feedback about your use of these, or other, OCR resources. Please contact us at [resources.feedback@ocr.org.uk](mailto:resources.feedback@ocr.org.uk)

To find out more about this qualification please go to: <http://www.ocr.org.uk/qualifications/creative-imedia-level-1-2-award-certificate-j807-j817/>

## TYPES OF RESOURCE

### OCR Produced Resources

These are resources devised and produced directly by the Resources Development Team at OCR.

### Publisher Partner Resources

For many subjects OCR works with a publisher partner to ensure that good quality resources such as textbooks are available for first teaching.

Whilst the publisher partner has access to our subject experts and we quality check and endorse these resources they are produced by, and remain the property of, the publisher partner. There is no financial link between OCR and its publisher partners and we do not pay for the development of, or receive any royalties from, these resources.

### Endorsed Resources

These resources were produced entirely independently of OCR, but we have quality checked them for their suitability as a resource to support our qualifications.

### Other Resources

Unless specifically stated these resources are completely independently produced and are not endorsed by OCR. We have looked at them though, and we think they could be useful in supporting our specifications.

We leave it to you, as a professional educator, to decide if any of these resources are right for you and your students, and how best to use them.

# LINKS

## Game creation software tools

Review of game creation software.

**Support:** LO1

**Cost:** Free

**Format:** Website

<http://www.pixelprospector.com/the-big-list-of-game-making-tools/>

## GameMaker

2D game creation software.

**Support:** LO1, LO4

**Cost:** Free download of basic version

**Format:** Software

<http://www.yoyogames.com/studio>

Sample games also found on the 'showcase' link

<http://www.yoyogames.com/showcase>

## Construct 2

2D game creation software.

**Support:** LO1

**Cost:** Free download of basic version

**Format:** Software

<https://www.scirra.com/>

## Scratch

2D game creation software.

**Support:** LO1, LO3

**Cost:** Free download

**Format:** Software

<https://scratch.mit.edu/>

## Game salad

App development for games.

**Support:** LO1

**Cost:** Varies

**Format:** Software

<http://gamesalad.com/>

## Stencyl

2D game creation software.

**Support:** LO1

**Cost:** Varies

**Format:** Software

<http://www.stencyl.com/>



## Kodu

3D game creation software.

**Support:** LO1

**Cost:** Free

**Format:** Software

Kodu teaching resources

<http://www.kodugamelab.com/resources/>

## Unreal Engine

3D game creation software.

**Support:** LO1

**Cost:** Free

**Format:** Software

<https://www.unrealengine.com/what-is-unreal-engine-4>

## Unity 3D

3D game creation software.

**Supports:** LO1

**Cost:** Free

**Format:** Software

<https://unity3d.com/>

## The Game Maker's Apprentice: Game Development for Beginners by Jacob Habgood and Mark Overmars Publisher: Apress; 3rd Edition 2007

Book on game design.

**Support:** LO2

**Cost:** £32.00

**Format:** Paperback

[http://www.amazon.co.uk/Game-Makers-Apprentice-Development-Beginners/dp/1590596153/ref=sr\\_1\\_1?ie=UTF8&qid=1434914793&sr=8-1&keywords=game+makers+apprentice](http://www.amazon.co.uk/Game-Makers-Apprentice-Development-Beginners/dp/1590596153/ref=sr_1_1?ie=UTF8&qid=1434914793&sr=8-1&keywords=game+makers+apprentice)

## The Computer Game Design Course: Principles, Practices and Techniques for the Aspiring Game Designer by Jim Thompson Publisher: Thames and Hudson Ltd 2007

Book on game design.

**Supports:** LO2

**Cost:** £13.50

**Format:** Paperback

[http://www.amazon.co.uk/Computer-Game-Design-Course-Principles/dp/0500286582/ref=sr\\_1\\_1?ie=UTF8&qid=1434914982&sr=8-1&keywords=Computer+Game+Design+Course](http://www.amazon.co.uk/Computer-Game-Design-Course-Principles/dp/0500286582/ref=sr_1_1?ie=UTF8&qid=1434914982&sr=8-1&keywords=Computer+Game+Design+Course)

## Legislation

UK Intellectual Property Office website.

**Support:** LO2

**Cost:** Free

**Format:** Website

[www.ipo.gov.uk](http://www.ipo.gov.uk)

## PEGI website

Pan European Gaming Information organisation for age ratings.

**Support:** LO2

**Cost:** Free

**Format:** Website

<http://www.pegi.info/en/index/id/33/>

## Algorithms

Introduction to the use of algorithms for coding games.

**Support:** LO3

**Cost:** Free

**Format:** Web resource

<http://www.bbc.co.uk/guides/z3whpv4>

## Mission Maker

3D game creation software.

**Support:** LO3

**Cost:** Varies on number of licences

**Format:** Software

<http://mission-maker.software.informer.com/>

## Key features of GameMaker Studio

A summary of the most important features found in GameMaker.

**Support:**

**Cost:** Free

**Format:** Website

<http://www.yoyogames.com/gamemaker/features>

## Scratch for educators

A resource for educators to share and exchange thoughts, ideas and information.

**Support:**

**Cost:** Free

**Format:** Website

<http://scratched.gse.harvard.edu/>

## Game pathways

How to define pathways and structure the flow in a game.

**Support:**

**Cost:** Free

**Format:** Website

<http://www.worldofleveldesign.com/categories/csgo-tutorials/csgo-how-to-design-gameplay-map-layouts.php>

## GameMaker Tutorials

Tutorials on the basic concepts on the GameMaker website (but also available on YouTube).

**Support:**

**Cost:** Free

**Format:** Website

<http://help.yoyogames.com/categories/20139196-Learn>

## External review of GameMaker studio

Includes a review and a description of how to do the basic steps.

**Supports:**

**Cost:** Free

**Format:** Website

<http://gamedevelopment.tutsplus.com/articles/how-to-learn-gamemaker-studio--gamedev-10911>

## Narrative

Discussion of game narrative and its relation to gameplay.

**Support:**

**Cost:** Free

**Format:** Website

<http://www.jiscdigitalmedia.ac.uk/infokit/audio-interfaces/guide-to-audio-interfaces>

## Game design pathways

Article on game design that includes references to game pathways.

**Support:**

**Cost:** Free

**Format:** Website

<http://www.worldofleveldesign.com/categories/csgo-tutorials/csgo-how-to-design-gameplay-map-layouts.php>

## GameMaker showreel 2015

Best games of 2015 developed using GameMaker.

**Support:**

**Cost:** Free

**Format:** Website video

<https://www.youtube.com/watch?v=WuU1tEF1xYs>

## GameMaker Tutorial

Tutorial on the studio interface found in GameMaker.

**Support:**

**Cost:** Free

**Format:** Website

GameMaker link:

<http://help.yoyogames.com/entries/40558916--GMS-S-The-GameMaker-Studio-Interface>

The direct link:

[http://www.screencast.com/users/Mr\\_Isaacs/folders/GameMaker%20Tutorials/media/94b6997a-8c17-4b7f-b838-cc2c8e3d200c](http://www.screencast.com/users/Mr_Isaacs/folders/GameMaker%20Tutorials/media/94b6997a-8c17-4b7f-b838-cc2c8e3d200c)



## GameMaker review

Review of GameMaker Studio.

**Support:**

**Cost:** Free

**Format:** Website

<http://www.dummies.com/how-to/content/what-is-gamemaker-studio.html>

## Game genres

Wiki based list of gaming genres.

**Support:**

**Cost:** Free

**Format:** Website

<http://hitboxteam.com/designing-game-narrative>

## Game Narrative

Description and explanation of storytelling using gameplay.

**Support:**

**Cost:** Free

**Format:** Website

<http://hitboxteam.com/designing-game-narrative>

## Game Narrative

Description and explanation of narrative in videogames.

**Support:**

**Cost:** Free

**Format:** Website

[http://thegamedesignforum.com/features/narrative\\_in\\_games.html](http://thegamedesignforum.com/features/narrative_in_games.html)



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[resources.feedback@ocr.org.uk](mailto:resources.feedback@ocr.org.uk)

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