OCR
Oxford Cambridge and RSA

Unit Title:	Game design concepts
Level:	2
OCR unit number:	215
Credit value:	4
Guided learning hours:	30
Unit reference number:	T/600/7735

Unit purpose and aim

This unit helps learners to understand the basics of digital games for the creative and media sector. It allows them to understand the client brief and time frames and deadlines and preparation techniques to form part of the planning and creation process:

- Candidates will explore different types of digital games and where they are used
- Plan a digital games concept to the client brief
- Design the digital games and test plan
- Review the final product with against the original brief

The aim of this unit is for the learner to develop an awareness of the current use of digital gaming technology in the Creative Media sector. The learner will also learn how to exploit these technologies to reach new audiences and generate revenue.

Learning Outcomes	Assessment Criteria	Knowledge, understanding and skills
1. Be able to investigate digital games	1.1 Investigate the capabilities and limitations of a range of digital gaming platforms 1.2 Explore the features for a range of different genre digital games 1.3 Explain the integration of the core components within a digital game	Candidates should investigate a range of digital gaming platforms. A range indicates a minimum of 3 types of digital gaming platforms. Candidates should consider a range of digital gaming platforms not simply commonly recognised games consoles. Candidates should describe the hardware, display devices, any storage media and interface devices when looking at the capabilities. When looking at the features

		of digital games candidates need to choose 3 games and list game objectives, genre, characters, visual style. When listing the core components of digital games candidates should be aware of the importance of • game objectives • game structure (e.g. 3 Act – intro, gameplay, main challenge) • genre (e.g. action/adventure, first person shooter, historical, dungeons and dragons, racing, role player, sport) • narrative structure (e.g. storyline, actions and events, interactions and conditions) • characters (e.g. player and non-player) • visual style • sounds • scoring systems
2. Be able to plan a digital game to a specific brief	2.1 Identify client requirements based on their brief to include the target audience 2.2 Create an original outline narrative for the game in line with the brief 2.3 Create a storyboard of sketches and a script from the original outline narrative, including a) characters b) communication c) locations 2.4 Create a work plan to produce the game design to include proposed a) assets b) resources c) timescales 2.5 Identify any legal issues	The plan will include details of client requirements, activities to be carried out with proposed timescales and deadlines, assets to be sourced and equipment to be used. Candidates should create sketches or drawings of ideas

		regarding all aspects of game design	
3.	Be able to design the game and test plan	3.1 Develop the detailed narrative from the outline planned 3.2 Create a range of visualisations to illustrate key aspects of the game 3.3 Identify a range of tests to validate the concepts of the game. 3.4 Logically order the identified tests to outline the process for a games tester 3.5 Create the game proposal to include all game components, narrative and gameplay	Candidates should consider all the core components in the detailed narrative, how they affect game play and how all the elements integrate for a playable game. A range of 5 visualisations should be provided by the candidate to assist a developer in the creation of the game. Visualisations may range from start screen to include end credits, game play etc The designed test plan should consider the needs of testing the game level and appeal to the target audience identify the key aspects of testing a finished game create a proposed test plan and identify how effective this would be for the client and the developer The game proposal should be in a format suitable for presentation to the client and a developer, including all aspects of the game design with appendices as appropriate
4.	Understand how to review the game against the original brief	4.1 Critically review the finished product with the client and record feedback 4.2 Describe the quality of the finished product. 4.3 Explain the fitness for purpose of the finished product. 4.4 Identify parameters and constraints that influenced decisions	Critical personal review, commenting on the quality of finished product and its fitness for purpose The review should identify positives and negatives relating to the finished product, rather than the creation process as this has been included in earlier evidence. Candidates should review the game against the original

	made	brief and obtain feedback from their client. They should identify any parameters and constraints that influenced their decisions. e.g. file formats, asset manipulation, software and hardware constraints, copyright permissions
	4.5 Produce accurate written records of relevant information about assets obtained such as a) source ownership b) any restrictions on use c) where they are located, filenames given	Parameters and constraints should review the entire project and should also discuss the limitations of the equipment used Maintain accurate written records of relevant information about assets obtained, such as source, ownership, any restrictions on use, where they are located, filenames given

Assessment

Assessment will consist of the candidate producing evidence to an OCR set or centre devised brief. All the learning outcomes and assessment criteria must be clearly evidenced in the submitted work, which is remotely moderated by OCR within their e-portfolio solution.

Results will be Pass or Fail.

Evidence requirements

This unit aims to equip the candidate with the ability to produce work for a client to create digital games to a standard that meets the requirements of the brief. The candidate is able to work with the client to an agreed design brief to produce a completed product and to use the necessary tools and source the required resources as appropriate.

1   Candidates should present a report or presentation to show their understanding of the use and purpose and platforms of digital games.

2   A plan to show that they have identified the client requirements, that they understand the appropriate equipment, resources and formats of digital games to meet the brief. Candidates should be able to produce a work plan for the digital game to design the digital game.

Candidates should create sketches or drawings of ideas.

These sketches should be digitised and submitted with a planning document for moderation.

The planning document clearly meeting all the learning outcomes must be submitted for moderation.

3   Be able to produce the digital games in line with their plan to include:

- Developing the detailed narrative from the outline planned

- Creating a range of visualisations to illustrate key aspects of the game

- Identifying a range of tests to validate the concepts of the game.

- Logically ordering the identified tests to outline the process for a games tester

- Creating the game proposal to include all game components, narrative and gameplay

These produced files should be digitised for submission although candidates should be encouraged to create them digitally initially.

Evidence should also include a list of file names, types and properties of created files.

Candidates should submit the edited files and annotated screen captures in a report will also assist in evidencing their activities.

4   Candidates should prepare a review file to compare the finished product to the original brief and plan.

This should include the identification of any parameters and constraints that influenced decisions that were made e.g. file formats, asset manipulation, software and hardware constraints, copyright permissions, a critical review of the quality of the finished products and their fitness for purpose. A review of the game design with the client must be recorded and a record of feedback submitted.

In this critical review candidates should also identify areas for improvement and further development of the planned game.

Guidance on assessment and evidence requirements

Candidates must produce all work to an acceptable standard and meet all the identified assessment objectives and learning outcomes.

A report that incorporates, for example, client discussion, written brief, specification, end user requirements, purpose and timescales must be submitted.

Screen captures of the finished product do not evidence the planning process.

Screen captures will need to evidence the creation process, using an appropriate range of tools and techniques

Candidates should submit files created at all stages of the process to include the final product. This evidence should be provided in a compressed digital format.

Students should produce critical review reflecting upon how successfully product meets the requirements of the brief, identifying any parameters and constraints that influenced their decisions. (e.g. file formats, asset manipulation, software and hardware constraints, copyright permissions) identifying what they would do differently if faced by a similar task and why.

You should refer to the 'Admin Guide: Vocational Qualifications (A850)' for Notes on Preventing Computer-Assisted Malpractice.

Details of relationship between the unit and national occupational standards

OCR Creative iMedia		Content crossover with National Occupational Standards	
Unit	Title		
215	Game design concepts	IM1	Work Effectively in Interactive Media
		IM20	Design Electronic Games
		IM22	Test Electronic Games

Resources

Equipment: A computer system capable of running a range software packages that will enable the candidate to meet the requirements of the client must be used.

Additional information

For further information regarding administration for this qualification, please refer to the OCR document '*Admin Guide: Vocational Qualifications' (A850).*