

Media and Communication (Creative iMedia)

OCR J807/J817/J827 Unit R091 Level 1/Level 2
Cambridge Nationals Award/Certificate/Diploma in Creative iMedia
Unit Recording Sheet

Unit Title	Designing a Game Concept			Unit Code	R091	Session		Year	
Centre Name							Centre Number		
Candidate Name							Candidate Number		
Criteria						Teacher Comments		Centre	Mod
LO1: Understand digital game types and platforms.									
MB1: 1-4 marks		MB2: 5-7 marks		MB3: 8-9 marks					
Produces a summary of digital gaming hardware platforms, reviewing a limited range of platforms from different generations which demonstrates a limited understanding. Demonstrates a basic understanding of gaming platform capabilities and limitations.		Produces a summary of digital gaming hardware platforms, reviewing a range of platforms from different generations which demonstrates a sound understanding. Demonstrates a sound understanding of gaming platform capabilities and limitations.		Produces a summary of digital gaming hardware platforms, reviewing a wide range of platforms from different generations which demonstrates a thorough understanding. Demonstrates a thorough understanding of gaming platform capabilities and limitations.					
[1 2 3 4]		[5 6 7]		[8 9]					
MB1: 1-4marks		MB2: 5-7 marks		MB3: 8-9 marks					
Produces a brief summary of the evolution of digital game characteristics from a limited range of genres. Gives explanations, with limited accuracy , of game objectives from a limited range of digital games.		Produces a clear summary of the evolution of digital game characteristics from a range of genres. Gives mostly accurate explanations of game objectives from a range of digital games.		A detailed analysis of digital games evolution and their characteristics from a wide range of genres. Gives fully accurate explanations of game objectives from a wide range of digital games.					
[1 2 3 4]		[5 6 7]		[8 9]					

LO2: Be able to plan a digital game concept.					
MB1: 1-5 marks	MB2: 6-9 marks	MB3: 10-12 marks			
<p>Produces an interpretation from the client/focus group requirements for a digital game concept which meets few of the requirements.</p> <p>Produces a limited identification of target audience requirements.</p> <p>Generates a few original ideas for a new game, with limited reference to key game play outlines and limited consideration of the success criteria.</p> <p>Draws upon limited skills/knowledge/understanding from other units in the specification.</p> <p style="text-align: right;">[1 2 3 4 5]</p>	<p>Produces an interpretation from the client/focus group requirements for a digital game concept which meets most of the requirements.</p> <p>Produces a clear identification of target audience requirements.</p> <p>Generates some original ideas for a new game, with some reference to key game play outlines and some consideration of the success criteria.</p> <p>Draws upon some relevant skills/knowledge/understanding from other units in the specification.</p> <p style="text-align: right;">[6 7 8 9]</p>	<p>Produces an interpretation from the client/focus group requirements for a digital game concept which fully meets the requirements.</p> <p>Produces a clear and detailed identification of target audience requirements.</p> <p>Generates many original ideas for a new game, with extensive and clear reference to key game play outlines and thorough consideration of the success criteria.</p> <p>Clearly draws upon relevant skills/knowledge/understanding from other units in the specification.</p> <p style="text-align: right;">[10 11 12]</p>			

LO3: Be able to design a digital game proposal.				
MB1: 1-5 marks	MB2: 6-9 marks	MB3: 10-12 marks		
<p>Identifies an idea for a game which makes limited reference to design constraints and lists a few opportunities which have limited appropriateness, given the original idea.</p> <p>Creates a game proposal with a brief explanation of some of the game components.</p> <p>Visualisations of the game are sometimes appropriate and concepts are presented with limited detail.</p> <p>Demonstrates a limited understanding of legislation in relation to the use of assets, ideas and concepts as part of a game design proposal, which is occasionally accurate.</p> <p>Occasionally saves electronic files using appropriate file and folder names and structures.</p> <p>[1 2 3 4 5]</p>	<p>Identifies an idea for a game which makes some reference to design constraints and lists some opportunities, most of which are appropriate, given the original idea.</p> <p>Creates a game proposal with a sound explanation of many of the game components.</p> <p>Visualisations of the game are mostly appropriate and concepts are clearly presented.</p> <p>Demonstrates a sound understanding of legislation in relation to the use of assets, ideas and concepts as part of a game design proposal, which is mostly accurate.</p> <p>Mostly saves electronic files using file and folder names and structures which are consistent and appropriate.</p> <p>[6 7 8 9]</p>	<p>Identifies an idea for a game which makes full and clear reference to design constraints and lists many opportunities, all of which are appropriate, given the original idea.</p> <p>Creates a game proposal with a detailed explanation of most of the game components.</p> <p>Visualisations of the game are consistently appropriate and concepts are clearly and comprehensively presented.</p> <p>Demonstrates a thorough understanding of legislation in relation to the use of assets, ideas and concepts as part of a game design proposal, which is consistently accurate.</p> <p>Consistently saves electronic files using file and folder names and structures which are consistent and appropriate.</p> <p>[10 11 12]</p>		

LO4: Be able to review a digital game proposal.					
MB1: 1-3 marks	MB2: 4-6 marks	MB3: 7-9 marks			
<p>Produces a game proposal review with a limited explanation of game components, narrative and game play.</p> <p>Shows limited consideration to the way in which elements integrate to form a playable game.</p> <p style="text-align: right;">[1 2 3]</p>	<p>Produces a game proposal review with a considered explanation of game components, narrative and game play.</p> <p>Shows some consideration to the way in which elements integrate to form a playable game.</p> <p style="text-align: right;">[4 5 6]</p>	<p>Produces a game proposal review with a detailed and thorough explanation of game components, narrative and game play.</p> <p>Shows full consideration to the way in which elements integrate to form a playable game.</p> <p style="text-align: right;">[7 8 9]</p>			
MB1: 1-3 marks	MB2: 4-6 marks	MB3: 7-9 marks			
<p>Review identifies areas for improvement and further development of the games design concept, some of which are appropriate and sometimes are explained.</p> <p style="text-align: right;">[1 2 3]</p>	<p>Review identifies areas for improvement and further development of the games design concept, which are mostly appropriate and explained well.</p> <p style="text-align: right;">[4 5 6]</p>	<p>Review identifies areas for improvement and further development of the games design concept, which are wholly appropriate and justified.</p> <p style="text-align: right;">[7 8 9]</p>			
				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.