

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

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

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

Legislation

UK Intellectual Property Office website.

Support: LO2

Cost: Free

Format: Website

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



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



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OCR Resources: *the small print*

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