

Unit 17: Computer games production

Candidate:

Assessor:

Date:

Assessment Objective	Pass	Merit	Distinction
AO1 Describe the functions of a computer games development team	Candidates describe in broad terms some of the key game development team roles, but not necessarily with any depth of understanding. Some limited examples are given.	Candidates give detailed descriptions of most of the of the key game development team roles, showing some depth of understanding. A range of examples are given.	Candidates give comprehensive descriptions of all the key game development team roles, including the differences between individual levels and job titles. A wide range of examples are given.
	P M D		
AO2 Define the role of the producer within the development team	Candidates list a producer's (or project manager's) responsibilities without necessarily covering any detail or depth of the different components of their job.	Candidates show a good awareness of the producer's roles and responsibilities in game development. They list the qualities and skills that a producer needs in order to do the job effectively.	Candidates show a comprehensive awareness of the producer's roles and responsibilities within game development. They describe the qualities and skills that a producer needs in order to do the job effectively. They highlight differences that may exist from one company to another, giving examples.
	P M D		
AO3 Investigate the stages of games development	Candidates identify the main stages of game development and show an understanding of the basic logical order of production, but deeper understanding of causal relationships may be lacking. There may be some gaps in the understanding of underlying concepts.	Candidates identify all the stages of game development and show a thorough understanding of the order of production. Dependencies and relationships between the stages are briefly explained and analysed . Some examples from their research will be used.	Candidates exhibit an in-depth knowledge of the game development process and can accurately map the stages of game production, even indicating likely variations to the stages with different types of title development. Dependencies and relationships are briefly explained and analysed. Many examples from their research will be used.
	P M D		

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A04 Develop an understanding of the role of the publisher in game development	The role of the publisher is described in outline terms by the candidate.	Candidates show a sound understanding of the role of the publisher in game development. They illustrate this understanding through reference to an existing game publisher.	The publisher's role is comprehensively described, showing an in-depth and accurate understanding of the industry and the way the different sectors interrelate. They illustrate this understanding through reference to one or more existing game publishers.
	P M D		
A05 Create a production plan for the development of a computer game title	The production plan is complete for the most part , with simple project management techniques successfully applied to the basic scenario. More advanced tools and analysis may be omitted. In presentation, when tested against different scenarios and slippages, candidates have developed awareness of the issues but may not have developed sufficient techniques in order to accommodate them within their production plans.	The production plan is well developed , with good application of the project management tools and techniques applied. The plan proves to be robust when tested against various possible scenarios and slippages.	The production plan is detailed and comprehensive , with extremely thorough application of project management tools. The plan proves to be extremely robust when tested against possible slippages and project pitfalls. Candidates demonstrate that they have developed an almost instinctive flair for project problem solving.
	P M D		

A01	A02	A03	A04	A05

Overall: