Unit 18: Computer games technology

Candidate: **Assessor:**   **Date:**

AO	Pass	Merit	Distinction
AO1 Compare and contrast major console platforms	Candidates list **some** of the major console platforms. They compare at least **two** of these, identifying the essential and more straightforward differences between the consoles. They **may not** understand the underlying technical divergences. They **may not** use the correct terminology at all times.	Candidates identify **all** the major console platforms. They compare at least **three** of these, identifying and comparing a **range** of differences between the consoles. They show **some** understanding of the underlying technical divergences. They **use** the correct terminology most of the time.	Candidates identify **all** the major console platforms. They compare and **contrast** at least **three** of these, identifying and comparing a **wide range** of differences between the consoles. They compare and contrast features and any advantages of them to a **high level** of detail. They show a **near expert** understanding of the underlying technical divergences. They **always use** the correct terminology.
			P M D
AO2 Analyse games related PC technologies	Candidates reproduce information provided about the evolution of PC technologies with **reasonable accuracy** and to a basic level of detail. They demonstrate an understanding of simple PC specifications and their relative implications on gaming capabilities of the machine. They **may not use** the correct terminology at all times.	Candidates explain **in some depth** the development of different aspects of home PC technology. These explanations are **accurate** and **detailed**. They demonstrate how this has been reflected in PC games releases. They **use** the correct terminology **most** of the time.	Candidates **explain** and **decipher** all relevant PC technical specifications. These explanations are **comprehensive** and **accurate** throughout. They **fully understand** their evolution and development and have detailed awareness of which features and specs will have affected game performance. They **always use** the correct terminology.
			P M D
AO3 Compare and contrast handheld/ mobile devices	Candidates list **some** of the major hand-held/mobile devices. They compare at least **two** of these, identifying the essential and **more straightforward** differences between the devices. They **may not use** the correct terminology at all times.	Candidates identify **all** the major hand-held/mobile devices. They compare at least **two** of these, identifying and comparing a **range** of differences between the devices. They **discuss** and **compare** a range of products and titles for these devices. They use the correct terminology **most of the time**.	Candidates identify **all** the major hand-held/mobile devices. They compare and **contrast** at least **two** of these, identifying and comparing a **wide range** of differences between the devices. They can compare and contrast features and any advantages of them to a **high level** of detail. They demonstrate a **near expert** understanding of mobile platforms. They discuss and compare a **wide range** of products and titles for these devices. They use the correct terminology **all** of the time.
			P M D

AO	Pass	Merit	Distinction
AO4 Describe game development tools and technologies	Candidates explain **briefly** the different software tools and technologies used in game development. They distinguish between those used by an artist and a programmer, but not to any level of depth. They **may not use** the correct terminology at all times.	Candidates show a **good** knowledge of the software tools used in different areas of the game development process, including modelling, animation and programming. They use a **range** of examples in their descriptions. They use the correct terminology **most of the time**.	Candidates show a **detailed** knowledge of the games development process in terms of the techniques and technologies used by artists, animators, programmers and other disciplines. They use a **wide range** of examples in their descriptions. They use the correct terminology **all** of the time.
			P M D
AO5 Explore current technical challenges for computer games	Candidates identify and present **basic** examples of at least **two** specialist technical areas. They **may not** present any extended analysis of the techniques being demonstrated. They **may not use** the correct terminology at all times.	Candidates present a **thorough** analysis of at least **two** areas of technical challenge within the games industry. They **back up** their analysis with **sound** and **pertinent** examples. They **use** the correct terminology **most of the time**.	Candidates **coherently research** and present a **comprehensive** analysis of at least **three** specialist areas of games technologies, demonstrating a very **thorough** understanding of all technical issues and creative challenges associated with the subject. They **back up** their analysis with an **excellent use** of examples. They **use** the correct terminology **all of the time**.
			P M D
AO6 Investigate and describe future developments	Candidates explain **briefly** some possible future developments in this field. They identify **some** advantages/disadvantages associated with these developments.	Candidates give a **detailed** explanation of some **possible** future developments in this field, **explaining** how they would alter the overall experience. They identify a **range** advantages/disadvantages associated with these developments.	Candidates give a **detailed** explanation of some **valid** future developments in this field, **justifying** how they would improve the overall experience. They identify a **wide range** advantages/disadvantages associated with these developments.
			P M D

AO1	AO2	AO3	AO4	AO5	AO6

Overall: