

Unit Title	Developing Digital Games				Unit Code	R092	Session	Jan / June / Nov	Year	2	0		
Centre Name								Centre Number					
Candidate Name								Candidate Number					
Criteria							Teacher Comments		Centre	Mod			
LO1: Understand game creation hardware, software and peripherals.													
MB1: 1-3 marks		MB2: 4-6 marks		MB3: 7-9 marks									
Produces a summary of the capabilities and limitations of a limited range of 2D and 3D software used for digital game creation which demonstrates limited understanding. Demonstrates a limited understanding of gaming platform hardware and peripherals required to create and test digital games.		Produces a summary of the capabilities and limitations of a range of 2D and 3D software used for digital game creation which demonstrates sound understanding. Demonstrates a sound understanding of gaming platform hardware and peripherals required to create and test digital games.		Produces a summary of the capabilities and limitations of a range of 2D and 3D software used for digital game creation which demonstrates thorough understanding. Demonstrates a thorough understanding of gaming platform hardware and peripherals required to create and test digital games.									
[1 2 3]		[4 5 6]		[7 8 9]									

LO2: Be able to plan the creation of a digital game.					
MB1: 1-6 marks	MB2: 7-11 marks	MB3: 12-15 marks			
<p>Produces an interpretation from the client brief for a digital game which meets few of the client requirements.</p> <p>Produces a limited identification of target audience requirements.</p> <p>Draws upon limited skills/knowledge/understanding from other units in the specification.</p> <p>Demonstrates a basic understanding of the key aspects of game creation. The contextualisation of these aspects to the brief is limited.</p> <p>Creates a test plan for the digital game which tests some of the functionality.</p> <p>Applies basic design techniques to the planning of the game structure, including limited reference to pathways, game play and game mechanics and with limited consideration of the success criteria.</p> <p>Sources and stores the assets to be used in the digital game occasionally using methods that are appropriate.</p>	<p>Produces an interpretation from the client brief for a digital game which meets most of the client requirements.</p> <p>Produces a clear identification of target audience requirements.</p> <p>Draws upon some relevant skills/knowledge/understanding from other units in the specification.</p> <p>Demonstrates a sound understanding of the key aspects of game creation. The contextualisation of these aspects to the brief is sound.</p> <p>Creates a test plan for the digital game which tests most of the functionality, identifying expected outcomes.</p> <p>Applies sound design techniques to the planning of the game structure, including some reference to pathways, game play and game mechanics and with some consideration of the success criteria.</p> <p>Sources and stores the assets to be used in the digital game mostly using methods that are appropriate.</p>	<p>Produces an interpretation from the client brief for a digital game which fully meets the client requirements.</p> <p>Produces a clear and detailed identification of target audience requirements. Clearly draws upon relevant skills/knowledge/understanding from other units in the specification.</p> <p>Demonstrates a thorough understanding of the key aspects of game creation. The contextualisation of these aspects to the brief is comprehensive.</p> <p>Creates a clear and detailed test plan for the digital game which fully tests the functionality, listing tests, expected and actual outcomes and identifying re-tests.</p> <p>Applies detailed design techniques to the planning of the game structure, including extensive reference to pathways, game play and game mechanics and with thorough consideration of the success criteria.</p> <p>Sources and stores the assets to be used in the digital game consistently using methods that are appropriate.</p>			

Demonstrates a limited understanding of legislation in relation to the use of assets, ideas and concepts in a digital game. [1 2 3 4 5 6]	Demonstrates a sound understanding of legislation in relation to the use of assets, ideas and concepts in a digital game. [7 8 9 10 11]	Demonstrates a thorough understanding of legislation in relation to the use of assets, ideas and concepts in a digital game. [12 13 14 15]		
LO3: Be able to create a digital game.				
MB1: 1-5 marks	MB2: 6-9 marks	MB3: 10-12 marks		
Needs considerable support to select and use appropriate software features to create a digital game. Occasionally uses basic geometric parameters to manipulate object(s) and environment(s), displaying limited accuracy. Occasionally uses properties to set parameters and manipulate (where appropriate) a limited number of objects and environments. Imports assets into the digital game, some of which are not appropriate. [1 2 3 4 5]	Needs some support to select and use appropriate software features to create a digital game. Uses geometric parameters most of the time to manipulate object(s) and environment(s), displaying some accuracy. Mostly uses properties to set parameters most of the time and manipulate (where appropriate) some objects and environments. Imports assets and combines components that are mostly appropriate throughout the digital game. [6 7 8 9]	Independently selects and uses appropriate software features to create a digital game. Consistently uses geometric parameters to manipulate object(s) and environment(s), displaying excellent accuracy. Consistently uses properties to set parameters and manipulate (where appropriate) all relevant objects and environments. Imports assets and combines components, which are consistently appropriate, effectively throughout the digital game. [10 11 12]		

MB1: 1-6 marks	MB2: 7-11 marks	MB3: 12-15 marks			
<p>Creates a limited range of basic interactions using the software to aid in game-play experience. The interactions have limited appropriateness to the brief.</p> <p>Creates game-play controls that are sometimes appropriate and partly operational. Uses basic algorithms which are sometimes appropriate. The algorithms work some of the time.</p> <p>Saves, exports and publishes the digital game with some components and assets working, to form a partially functional game that in part reflects the game design in relation to the client brief.</p> <p>Occasionally saves electronic files using appropriate file and folder names and structures.</p> <p style="text-align: right;">[1 2 3 4 5 6]</p>	<p>Creates a range of appropriate interactions, some advanced, using the software to enhance the game-play experience. The interactions are mostly appropriate to the client brief.</p> <p>Creates game-play controls that are mostly appropriate and mostly operational. Uses basic algorithms which are mostly appropriate. The algorithms work most of the time.</p> <p>Saves, exports and publishes the digital game with most components and assets working, to form a fully functional game that generally reflects the game design in relation to the client brief.</p> <p>Mostly saves electronic files using file and folder names and structures which are consistent and appropriate.</p> <p style="text-align: right;">[7 8 9 10 11]</p>	<p>Creates a wide range of appropriate interactions, effectively using the software to enhance the game-play experience. The interactions are consistently appropriate to the client brief.</p> <p>Creates game-play controls that are consistently appropriate and fully operational. Uses basic algorithms which are consistently appropriate. The algorithms work consistently.</p> <p>Saves, exports and publishes the digital game with all components and assets working, to form a fully functional game that fully reflects the game design in relation to the client brief.</p> <p>Consistently saves electronic files using file and folder names and structures which are consistent and appropriate.</p> <p style="text-align: right;">[12 13 14 15]</p>			

LO4: Be able to review the creation of a digital game.					
MB1: 1-4 marks	MB2: 5-7 marks	MB3: 8-9 marks			
<p>Produces a review of the digital game which demonstrates a limited understanding of what worked and what did not, making few references back to the brief.</p> <p>Partly tests the digital game with limited reference to the brief and to a test plan.</p> <p>Review identifies areas for improvement and further development of the digital game, some of which are appropriate and sometimes are explained.</p> <p style="text-align: right;">[1 2 3 4]</p>	<p>Produces a review of the digital game which demonstrates a reasonable understanding of what worked and what did not, mostly referencing back to the brief.</p> <p>Tests most of the digital game with some reference to the brief and to a test plan.</p> <p>Review identifies areas for improvement and further development of the digital game, which are mostly appropriate and explained well.</p> <p style="text-align: right;">[5 6 7]</p>	<p>Produces a review of the digital game which demonstrates a thorough understanding of what worked and what did not, fully referencing back to the brief.</p> <p>Fully tests the digital game with clear reference to the brief and to a test plan.</p> <p>Review identifies areas for improvement and further development of the digital game, which are wholly appropriate and justified.</p> <p style="text-align: right;">[8 9]</p>			
Total 60/					
If this is a re-sit, please tick	Session and Year of previous submission	Jan / June	2	0	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.