

Unit Title:	Game design concepts
Level:	3
Sub-level:	Unit 315
Credit value:	6
Guided learning hours:	50

## Unit purpose and aim

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This unit helps learners to familiarise themselves with the more advanced aspects of game design. It allows them to understand the client brief and time frames and deadlines and preparation techniques to form part of the project planning and creation process:

- Candidates will investigate different types of game design and discuss the platforms and technologies
- Create and maintain a project plan for the design of a game to the client brief
- Create and edit the game design
- Evaluate the final product with against the original brief

The aim of this unit is for the learner to develop an awareness of the current use of digital game technology in the Creative Media sector. The learner will also learn how to exploit these technologies to reach new audiences and generate revenue.

Learning Outcomes	Assessment Criteria	Knowledge, understanding and skills
1.Be able to investigate digital games and platforms	1.1 Research and describe current and historical digital games to include <ul style="list-style-type: none"> <li>a) hardware platform capability</li> <li>b) their purpose</li> <li>c) trends in genre and popularity</li> <li>d) target audiences</li> </ul> 1.2 Identify a range of emerging technologies for gaming platforms and the opportunities created	Candidates should explore the different types of game A minimum of 3 historical and 3 current games should be researched. Historical may be considered to be more than 5 years old.  The purpose of games for education, learning, entertainment, stress relief, team building, networking, socialising  The practical application of game based learning environments may be included.  Target audiences may be

		<p>explained in terms of platform usage, age range and game genres</p> <p>Emerging technologies should cover a minimum of 3, such as game controllers, sensors, platforms, capabilities and scope</p>
<p>2.Be able to plan a digital game to a client brief</p>	<p>2.1 Identify client requirements based on their brief to include the target audience</p> <p>2.2 Generate a range of original ideas for the digital game identifying the</p> <p>a) genre b) theme c) gameplay d) objectives</p> <p>2.3 Review the range of original ideas with the client and choose one for further development</p> <p>2.4 Create and maintain a project plan to include</p> <p>a) tasks b) timescales c) resources</p> <p>2.5 Identify key stages, production constraints and contingency planning</p> <p>2.6 Create a storyboard of sketches and a script for the chosen idea including</p> <p>a) characters b) communication c) locations</p> <p>2.7 Describe the legal and ethical issues regarding all aspects of digital game design</p>	<p>Candidates should develop a range of 3 ideas to show to the client, these may be evidenced as mood boards, spider diagrams as applicable.</p> <p>The storyboard may be created manually and scanned for evidence or may be created digitally by the candidate</p> <p>Candidates should understand planning methods and select the most appropriate to the work.</p> <p>The candidate should develop and show evidence of using, monitoring and maintaining a project plan throughout their work.</p> <p>Legal and ethical considerations should include copyright issues, protection of work, intellectual property rights, moral and ethical game content, and actual age ranges compared to intended audiences</p>
<p>3 Be able to design the game and test plan</p>	<p>3.1 Develop the detailed narrative and script from the chosen idea</p> <p>3.2 Create a range of</p>	<p>Candidates should consider all the core components in the detailed narrative, how they affect game play and how all the elements</p>

	<p>visualisations to illustrate key aspects of the game</p> <p>3.3 Identify a range of tests and success criteria to validate the concepts of the game</p> <p>3.4 Logically order the identified tests to outline the process for a games tester</p> <p>3.5 Create the game proposal to include</p> <ul style="list-style-type: none"> <li>a) game structure</li> <li>b) game components</li> <li>c) narrative, characters</li> <li>d) interactivity</li> <li>e) gameplay</li> </ul>	<p>integrate for a playable game.</p> <p>A range of 7 visualisations should be provided by the candidate to assist a developer in the creation of the game. Visualisations may range from start screen to include end credits, game play etc</p> <p>The designed test plan should consider the needs of testing the game level and appeal to the target audience</p> <p>identify the key aspects of testing a finished game</p> <p>create a proposed test plan and identify how effective this would be for the client and the developer</p> <p>The game proposal should be in a format suitable for presentation to the client and a developer. The proposal should include for example:</p> <p>visual style (e.g., concept art, spatial and interface design, terrain, special effects, cinematics)</p> <p>game play (e.g., interactivity, storylines, settings, localisation, balance/imbalance, verisimilitude, three act structure, objectives)</p> <p>genre (e.g., FPS, racing, adventure, puzzle, emotional themes)</p> <p>•environment (e.g., location, realistic and imaginative settings, mood, level design, planning, colour schemes)</p> <p>characters (e.g., variation, customisation, stylisation, artificial intelligence, ability,</p>
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		<p>health, re-spawning)</p> <p>audio (event jingles, environmental sounds, background music, character voices, design)</p> <p>rules (e.g., managing tasks, game complexity, game strategy, games rules,)</p> <p>target audience (e.g., demographics, skill level, localisation,</p> <p>Candidates must ensure that their finished product would be suitable for presenting to a client; this includes the spelling, grammar and consistency of any text and fonts used in addition to the identified criteria.</p>
<p>4 Understand how to evaluate the game against the original brief</p>	<p>4.1 Identify parameters and constraints that influenced any decisions that were made</p> <p>4.2 Critically evaluate the quality of the finished product and its fitness for purpose</p> <p>4.3 Evaluate the game with the client and analyse feedback</p> <p>4.4 Identify areas for improvement and further development of the game, using your own critical evaluation and the analysis of client feedback</p> <p>4.5 Review the technical implications for the developer</p>	<p>Critical personal evaluation, commenting on the quality of finished product and its fitness for purpose</p> <p>Obtain feedback from the client and/or the target audience</p> <p>Identify parameters and constraints that influenced decisions made. For example asset manipulation, file formats, compression techniques, permission and subject matter/location, copyright, IPR, trademarks etc</p> <p>Maintain accurate written records of relevant information about assets obtained, such as source, ownership, any restrictions on use, where they are located, filenames given</p>

## Assessment

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Assessment will consist of the candidate producing evidence to an OCR set or centre devised brief. All the learning outcomes and assessment criteria must be clearly evidenced in the submitted work, which is remotely moderated by OCR within their e-portfolio solution.

Results will be Pass or Fail.

## Evidence requirements

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This unit aims to equip the candidate with the ability to produce professional work for a client to create a game design to a standard that meets the requirements of the brief. The candidate is able to work with the client to an agreed design brief to produce a completed product and to use the necessary tools and source the required resources as appropriate.

- 1 Candidates should present a report or presentation to show their research and investigations, discussing the platforms and technologies of game design.
- 2 A project plan to show that they have identified and considered the client requirements, that they understand the appropriate equipment, resources and formats of the game design to meet the brief. Candidates should be able to produce a project plan to create and manage the game design.

Candidates should create sketches or drawings of ideas.

These sketches should be digitised and submitted with a planning document for moderation.

The project planning document, showing workflow, tasks, timescales etc must clearly meet all the learning outcomes must be submitted for moderation and be maintained throughout the project.

- 3 Be able to produce the game design in line with their plan to include:
  - Developing the detailed narrative and script from the chosen idea
  - Creating a range of visualisations to illustrate key aspects of the game
  - Identifying a range of tests and success criteria to validate the concepts of the game
  - Logically ordering the identified tests to outline the process for a games tester
  - Creating the game proposal to include
    - a) game structure
    - b) game components

c) narrative, characters

d) interactivity

e) gameplay

These produced files should be digitised for submission although candidates should be encouraged to create them digitally initially.

Evidence should also include a list of file names, types and properties of created files.

Candidates should submit the edited files and annotated screen captures in a report will also assist in evidencing their activities.

- 4 Candidates should prepare an evaluation file to compare the finished product to the original brief and plan.

This should include the identification of any parameters and constraints that influenced decisions that were made e.g. file formats, asset manipulation, software and hardware constraints, copyright permissions, a critical evaluation of the quality of the finished products, their fitness for purpose and justifying the choices made.

An evaluation of the game design with the client must be recorded, feedback logged and analysed.

In this critical evaluation candidates should also identify areas for improvement and further development of the game design using their own critical evaluation and the analysis created from the client feedback.

## Guidance on assessment and evidence requirements

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Candidates must produce all work to an acceptable standard and meet all the identified assessment objectives and learning outcomes.

A report that incorporates, for example, client discussion, written brief, specification, end user requirements, purpose and timescales must be submitted.

Screen captures of the finished product do not evidence the planning process.

Screen captures will need to evidence the creation process, using an appropriate range of tools and techniques

Candidates should submit files created at all stages of the process to include the final product. This evidence should be provided in compressed digital formats.

Students should produce a critical evaluation reflecting upon how successfully the product meets the requirements of the brief, identifying any parameters and constraints that influenced their decisions. (e.g. file formats, asset manipulation, software and hardware constraints, copyright permissions) identifying what they would do differently if faced by a similar task and why.

You should refer to the 'Admin Guide: Vocational Qualifications (A850)' for Notes on Preventing Computer-Assisted Malpractice.

## Details of relationship between the unit and national occupational standards

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OCR Creative iMedia		Content crossover with National Occupational Standards	
Unit	Title		
315	Game design concepts	IM1 IM20 IM22 PI 1	Work Effectively in Interactive Media Design Electronic Games Test Electronic Games Apply Copyright and Other Laws Relating to Usage and Licensing of Images

## Resources

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Equipment: A computer system capable of running a range software packages that will enable the candidate to meet the requirements of the client must be used. Other equipment may include cameras, microphones and props.

## Additional information

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For further information regarding administration for this qualification, please refer to the OCR document '*Admin Guide: Vocational Qualifications*' (A850).