NPA Computer Games Development

# Course Rationale

**This award, at SCQF levels 4 and 5, is designed to enable candidates to:**

Investigate the computing gaming industry/genres/hardware/trends and emerging technologies, gain an understanding of underlying concepts and the fundamental principles involved in digital gaming planning and design.

# Course Content

**Computer Games: Design**

* You will: acquire an understanding of the underlying concepts and fundamental principles involved in digital gaming planning and design.
* learn how to recognise and distinguish differences between numerous gaming platforms, environments and genres.
* be introduced to fundamental methods used in the planning & design stages involved in the production of a digital game.
* plan and design a level in a digital game & You will be introduced to the role of the games designer
* investigate emerging technologies in gaming and analyse how this technology will affect games and peoples’ expectations of games.
* investigate what organisations and activities are involved in the investment, creation, production and distribution of games and evaluate external factors to be considered when designing a digital game.
* evaluate design methods used in the planning and design stages involved in the production of a digital game.
* plan and design a digital game to a given brief.

**Computer Games: Media Assets**

* acquire an understanding of the different types of media asset required for developing a digital game.
* learn how to plan and produce media assets for use in a game development environment.

**Computer Games: Development**

* gain an understanding of the processes involved in the final stages of development of a digital game.
* learn how to use your chosen game development environment to bring together all the parts and produce a working game.
* gain an understanding of the evaluation process and then go on to plan and deliver a promotional activity.
* devise a test strategy then test the game thoroughly, recording the results.
* gain an understanding of the evaluation process; complete a user review of a game that applies a scoring/rating system.
* finally plan and create a promotional activity.

# Skills

**One aim of the awards is to develop candidates’ personal qualities and the attributes essential for success in working life. The following aspects of enterprise skills have been embedded throughout the Units as follows:**

* becoming adaptable and possessing a positive attitude to change
* becoming confident in setting goals, reflecting and learning from experience & developing an enterprising attitude
* developing an understanding of the world of work & fostering a positive attitude to learning
* participating in enterprise activities & undertaking flexible approaches to solving

# Course Assessment

**Evidence of success will be collated throughout the academic session. A portfolio approach to assessment will be taken.** The portfolio may be paper or electronic (digital). Where an e-portfolio is used to capture candidates’ work, it may take one of a variety of forms, ranging from general purpose digital repositories to specialised e-portfolio products. A web log could be used to record candidate activity over the duration of a Unit.

**E-assessment** will be appropriate for some assessments. This e-assessment means assessment which is supported by Information and Communication Technology (ICT), such as e-testing or the use of e-portfolios or e-checklists.

# Progression

Candidates undertaking this award at SCQF level 4 could expect to progress onto the next level SCQF level 5. Candidates who undertake this award at SCQF level 5 could expect to progress onto the next level: SCQF level 6.

It may be that progression could be to study another NPA at an appropriate level eg NC in Digital Media Computing.

# Career Pathways

Web/Games developer, Systems Analyst and a range of IT related career opportunities. The Gaming Industry is a growing industry and one where Scotland is one of the main global leaders.