

Unit Title: **Core Principles of Game Design**



Unit Level:	Three
Guided Learning Hours:	30
Ofqual Unit Reference Number:	F/507/3212
Unit Review Date:	31/07/2017
Unit Sector:	9.3 Media and Communication

Unit Overview

Digital games are designed experiences. Consequently, game design is an activity that aims to create a particular experience for players. The conceptualisation, design and development of a game product or service, is an iterative process. It will introduce learners to creative processes and ideation methodologies utilised in the game industries, plus the core principles and practice of game design. Through analysing a range of games, learners will develop an understanding of the significance of age, gender and culture on game design and how this impacts on the commercial viability of a game product.

This unit will also ensure that learners have a solid foundation and understanding of how software technologies affect gameplay across a range of different games platforms. By comparing and evaluating software specifications, learners will develop skills to support their learning in technical units including programming. Whilst learners will inevitably be engaged in practical gameplay, the emphasis will be on analysing the capabilities and performance of the software and the platform. Learners will also be required to consider their experience as a games player and an understanding of the process of games testing and certification to develop commercial awareness.

Learning Outcomes

The learner will:

- CPGD 1** Know about the core principles of game design
- CPGD 2** Understand the significance of games platforms and technologies on the development of game design
- CPGD 3** Understand the significance of age, gender and culture on game design
- CPGD 4** Be able to critically evaluate a range of games from a game player perspective

Indicative Content

- Development of game products, platforms and technologies over time
- Evaluation of software and hardware for game play
- Principles of game design: players, objectives, boundaries, challenge, conflict, resources, rules of enabling and restriction (mechanics), dramatic elements (premise, character, story)
- Playtesting
- Analysis of games in relation to gameplay, age referencing, cultural referencing, gender referencing
- Iterative processes of game design
- Game design documentation

Unit Title: **Core Principles of Game Design**



Assessment

This unit is assessed using the following assessment method:

- Reflective Blog 1 (Assessment Pack)
- Asset Development Portfolio (Assessment Pack)

See the assessment section of the qualification specification and Assessment Pack for full details on the assessment.

Delivery

Learners will research the historical development of different game products, platforms and technologies. They will gain experience of playing different games and platforms, including historical examples, and obtain insight into the development of features and limitations. Learners will be encouraged to question how initial technologies have been improved upon and expanded, and what developments may happen in the future. They will investigate the different features and limitations of each platform, gaining an understanding of the hardware technologies available for games. Learners will also explore the expanding market in mobile and emerging technologies, comparing the playability of each example.

Resources

Learners must have access to:

- A wide a range of games, software and hardware technologies.