

Assignment front sheet

Learner Name		Assessor Name	
		Dr Derek Peacock	
Date issued	Completion date	Submitted on	
12/15th January 2015	26/28th January 2015		
Qualification		Unit number and title	
BTEC Level 3 Extended Diploma in IT		Unit 22: Developing Computer Games	
Assignment title	Assignment 1 –The Impact of Computer Games		
In this assessment you will have opportunities to provide evidence against the following criteria.			

Criteria reference	To achieve the criteria the evidence must show that the student is able to:	Task no.
P1	Explain the impact of computer games on society.	Task 1
P2	Describe different types of computer game.	Task 1
D1	Examine the psychological effects of computer gaming on individuals and society.	Task 2

Learner declaration			
I certify that the work submitted for this assignment is my own and research sources are fully acknowledged. I am happy with the grade awarded.			
Learner signature:		Date:	
Final Grade (if appropriate)		Points	

	Assessment Criteria Achieved (indicate with ✓ and initial)										
	P1	P2	D1								
1 st attempt Date											
Final attempt Date											

Assessor's comments

Qualification	BTEC Level 3 Extended Diploma in IT	Assessor name	Dr Derek Peacock
Unit number and title	Unit 22: Developing Computer Games	Learner name	

Grading criteria		Assessor Feedback
P1	Explain the impact of computer games on society.	
P2	Describe different types of computer game	
D1	Examine the psychological effects of computer gaming on individuals and society.	
	Practice run through of the presentations	

Additional Assessor Feedback (including feedback for upgrade) and Action Plan	Action completed by date

Learner Feedback	

Learner		Signature		Date	
Assessor		Signature		Date	
Internal Verifier		Signature		Date	
Lead Internal Verifier		Signature		Date	

Assignment brief

Qualification	BTEC Level 3 Extended Diploma in IT
Unit number and title	Unit 22: Developing Computer Games
Start date	
Deadline	
Assessor name	Dr Derek Peacock

Assignment title	Assignment 1 – The Impact of Computer Games
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The purpose of this assignment is to:

1. Understand the impact of the gaming revolution on society
2. Know the different types of computer game

Scenario

You are working as a junior games developer for an IT Software company called IntelliGames. You have been asked by your supervisor to complete a number of tasks to brief a new client so that they better understand the gaming industry. You have been offered a co-worker to share the work load.

TASK 1 [P1, P2] UNDERSTANDING THE GAMING REVOLUTION.

As part of your role, you will need to explain many things related to the gaming industry to your client.

- 1.1 Create a presentation explaining the different genres of computer games that exist and give an example of each to your client. It may be helpful to indicate what platforms and environments are available for these games. Make sure you include action; role-playing (RPGS); adventure; real time strategy (RTS); strategy; puzzle; simulation; sports; combat; first person shooter (FPS); educational; massively multiplayer online (MMO). Make sure that your chosen examples run on PC, Console, Hand-held Console and Mobile Phone. Share the work equally with your co-worker slide by slide. Make sure each slide has the authors name on it. **[P2]**
- 1.2 Create a presentation explaining the impact of the gaming industry on society. Ensure that one of you creates slides that cover concerns involved such as excess playing time, social isolation, the costs involved, separation from reality and the impact on education. In addition one of you should explain the benefits involved like improved hand-eye coordination, brain training, thinking and strategy skills, future impact, impact on 'mainstream' application development. When both presentations are ready arrange a trial run with your manager, each of you can then talk through one presentation **[P1]**

Evidence: Manager's notes on practice run through and the presentation slides



TASK 2 [D1] UNDERSTANDING THE GAMING REVOLUTION.

- 1.3** In addition to your presentation, each of you can **write a detailed report** on the **psychological effect of computer gaming on individuals and society**. Ensure that you give your own opinion on this, backing it up with **thorough research**. You may want to mention the effects e.g. use of sound, flashing lights, music, high score listings, competitive games, peer pressure, fun, educational value, expectations and levelling, possible addiction and effects on brain development. **[D1]**

Evidence: An individual detailed report with references.