

Assignment Brief

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| Qualification | BTEC Level 3 Extended Diploma in IT |
| Unit number and title | Unit 22: Development Computer Games |
| Learning aim(s) (For NQF only) | LO1: Understand the impact of the gaming revolution on society LO2: Know the different types of computer game |
| Assignment title | Assignment 1: The Impact of Computer Games |
| Assessor | Aquib Housein / Derek Peacock / Sampson Aneke |
| Issue date | 08/01/18 |
| Hand in deadline | 19/01/18 |

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| Vocational Scenario or Context | 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. |
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| Task 1 | <p>As part of your role, you will need to explain many things related to the gaming industry to your client.</p> <ul style="list-style-type: none">• 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 [P2].• Create a presentation explaining the impact of the gaming industry on society. Ensure that slides cover concerns involved such as excess playing time, social isolation, the costs involved, separation from reality and the impact on education. You should explain the benefits involved like improved hand-eye coordination, brain training, thinking and strategy skills, future impact, impact on 'mainstream' application development. [P1] |
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| Checklist of evidence required | <ul style="list-style-type: none"> • Presentation slides with notes |
| Criteria covered by this task: | |
| Unit/Criteria reference | To achieve the criteria you must show that you are able to: |
| P1 | Explain the impact of computer games on society. |
| P2 | Describe different types of computer game. |

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| Task 2 | 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 and referencing. You may want to mention the effects of gaming 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] |
| Checklist of evidence required | <ul style="list-style-type: none"> • An individual detailed report with references. |
| Criteria covered by this task: | |
| Unit/Criteria reference | To achieve the criteria you must show that you are able to: |
| D1 | Examine the psychological effects of computer gaming on individuals and society. |

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| Sources of information to support you with this Assignment | <p>Textbooks BTEC Level 3 IT Book 1/2 Class handouts Unit Specification</p> <p>Submission</p> <ul style="list-style-type: none"> • Electronic version via the Turnitin drop box |
| Other assessment materials attached to this Assignment Brief | None |