

Name:

Overall Grade: **P | M | D**

| Learning Objective   | Pass   | Merit   | Distinction   |
|--|--|---|---|
| 1: Understand the impact of the gaming revolution on society | <input type="checkbox"/> (P1) Explain the impact of computer games on society: <ul style="list-style-type: none"> <li><input type="checkbox"/> Global play</li> <li><input type="checkbox"/> Addiction</li> <li><input type="checkbox"/> Loss of social aspects</li> <li><input type="checkbox"/> Violence</li> <li><input type="checkbox"/> Employment and finance</li> </ul>   | <input type="checkbox"/> (M1) Compare the negative and positive impacts of computer games on individuals: <ul style="list-style-type: none"> <li><input type="checkbox"/> Health</li> <li><input type="checkbox"/> Psychological</li> </ul>   |   |
| 2: Know the different types of computer game                 | <input type="checkbox"/> (P2) Describe different types of computer game: <ul style="list-style-type: none"> <li><input type="checkbox"/> Multiple genres explained</li> <li><input type="checkbox"/> At least two game examples given for each genre</li> <li><input type="checkbox"/> Comparisons drawn across genres</li> </ul>  | <input type="checkbox"/> (M2) Describe how computer games have developed over time, include the following: <ul style="list-style-type: none"> <li><input type="checkbox"/> Game play</li> <li><input type="checkbox"/> Graphics colours used</li> <li><input type="checkbox"/> Characters</li> <li><input type="checkbox"/> Sound</li> <li><input type="checkbox"/> Higher end CGI</li> </ul> | <input type="checkbox"/> (D1) Compare platforms and their technical aspects for running computer games. |
| 3: Be able to design and develop computer games              | <input type="checkbox"/> (P3) Produce a design for a computer game for a given specification: <ul style="list-style-type: none"> <li><input type="checkbox"/> Identify purpose and game objectives</li> <li><input type="checkbox"/> Full game specification</li> <li><input type="checkbox"/> Storyboard</li> <li><input type="checkbox"/> Data dictionary</li> </ul> <input type="checkbox"/> (P4) Develop the computer game (must match designs). | <input type="checkbox"/> (M3) Describe how the design for the computer game can have capacity for expansions.   |   |
| 4: Be able to test and document computer games               | <input type="checkbox"/> (P5) Follow a test strategy to test and debug a game. <input type="checkbox"/> (P6) Produce user documentation for the game <input type="checkbox"/> (P7) Produce technical documentation for the game.   | <input type="checkbox"/> (M4) Gain and analyse user feedback for a computer game and suggest improvements.  | <input type="checkbox"/> (D2) Act on user feedback to improve aspects of the computer game.             |