

Name:

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

Learning Objective	Pass	Merit	Distinction
1: Understand game platform types	<input type="checkbox"/> (P1) Describe the game platform types with some appropriate use of subject terminology: <ul style="list-style-type: none"> <input type="checkbox"/> Arcade games <input type="checkbox"/> Consoles <input type="checkbox"/> PCs <input type="checkbox"/> Mobile <input type="checkbox"/> Television 	<input type="checkbox"/> (M1) Describe how computer games platform types have developed over time: <ul style="list-style-type: none"> <input type="checkbox"/> Timeline <input type="checkbox"/> Explanation of timeline 	<input type="checkbox"/> (D1) Explore potential future gaming platform types.
2: Understand hardware technologies for game platforms	<input type="checkbox"/> (P2) Describe six hardware technologies for game platforms with some appropriate use of subject terminology: <ul style="list-style-type: none"> <input type="checkbox"/> Processor <input type="checkbox"/> Graphic processor <input type="checkbox"/> Memory <input type="checkbox"/> Display <input type="checkbox"/> Sound <input type="checkbox"/> Game storage <input type="checkbox"/> Interfaces <input type="checkbox"/> Connectivity <input type="checkbox"/> Power supply 	<input type="checkbox"/> (M2) Describe at least three of the mobile technologies for game platforms: <ul style="list-style-type: none"> <input type="checkbox"/> iPhone <input type="checkbox"/> Blackberry <input type="checkbox"/> Android phones <input type="checkbox"/> Windows phones <input type="checkbox"/> iPads <input type="checkbox"/> Other tablets <input type="checkbox"/> Handheld gaming devices 	<input type="checkbox"/> (D2) Evaluate the suitability, of at least five, of the mobile technologies for game play.
3: Understand software technologies for game platforms	<input type="checkbox"/> (P3) Describe each software technology for game platforms expressing ideas with some appropriate use of subject terminology: <ul style="list-style-type: none"> <input type="checkbox"/> Operating Systems <input type="checkbox"/> Drivers <input type="checkbox"/> Application Software <input type="checkbox"/> Software Scripting <input type="checkbox"/> Sound and Graphical APIs 	<input type="checkbox"/> (M3) Discuss the different software technologies for multiple platform usage.	<input type="checkbox"/> (D3) Justify the choice of platform on which to run an identified software technology.

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4: Be able to connect and configure platforms and devices to enable gameplay	<ul style="list-style-type: none"> ❑ (P4) Apply techniques to connect and configure two platforms and devices with some assistance: <ul style="list-style-type: none"> ❑ Set up and configure the Xbox, with Kinect and install the game to the hard disk. ❑ Install a game on the laptop and connect a mouse and monitor to enhance gameplay. ❑ (Teacher witness form provided) 	<ul style="list-style-type: none"> ❑ (P4) Explain at least three of the different connection types for multiplayer gaming: <ul style="list-style-type: none"> ❑ Wide area network (WAN) ❑ Wireless ❑ Network Interface Controller (NIC) ❑ Cabled devices ❑ Wireless devices 	<ul style="list-style-type: none"> ❑ (D4) Justify how the connection types are appropriate for the different multiplayer gaming experiences.