



Cambridge TECHNICALS in IT



Unit 15: Computer Game Platforms & Technologies

Introduction



About this Unit



- This unit will give you an understanding of computer games platforms and their technologies. This will include
 - Investigating different game platform types
 - Understanding the hardware used in game platforms
 - Understanding the software used to develop and run games
 - Practical task, connecting and configuring platforms to enable gameplay



Deadline



- The deadline is your last IT lesson of the week-ending:

26th October

- Once the work has been marked you will be given approximately two weeks to make the necessary improvements.

