

NPA COMPUTER GAMES DEVELOPMENT



COURSE DESCRIPTION

The qualifications provide candidates with knowledge and skills in a range of computer games related areas that are transferable to other areas of IT or design.

Each Unit has been designed to encourage the candidate to:

Be creative. Candidates are encouraged to:

- Design his/her own narrative for a Computer Game.
- Design and create characters, objects, levels.
- Create and capture sounds and graphics.
- Design how the user interacts with their game
- Undertake an activity to promote his/her game.
- Improve the candidates' Core Skills
- Improve the candidates' Skills for Work in Interactive Media and Computer Games

Develop personal qualities by encouraging them to:

- Develop an enterprising attitude.
- Develop an understanding of the world of work.
- Participate in enterprise activities.
- Undertake self and peer evaluation.
- Foster a positive attitude to learning.
- Undertake flexible approaches to solving problems.
- Become adaptable and possess a positive attitude to change.
- Be confident to set goals, reflect and learn from experience.

AREAS OF STUDY/COURSE STRUCTURE

Level 4	Candidates would be expected to design and create a simple computer game. This could be a one player game with one level and feature some basic coding logic. Candidates can use a variety of gaming environments for this, including Scratch, GameMaker, Construct 3 and Makecode Arcade. Candidates may use drag and drop coding environments to build their games.
Level 5	Candidates would be expected to design and develop a more complex game. This could be a two-player game with more than one level, or feature more complex coding logic with multiple characters and use variables such as lives, points, and, or a timer.
Level 6	Candidates would be expected to design and develop a complex game with a focus on coding using a programming language such as JavaScript, Python or PyGame. Learners must type code and learn the rigours of producing syntactically correct code. Learners must demonstrate the ability to use variables and programming constructs in their code. Programming constructs include functions/methods, parameter passing, selection (eg, IF statements), and repetition (eg, loops).

RECOMMENDED ENTRY

There are no formal entry requirements for this course, however N4/5/H Computing Science is beneficial.

ASSESSMENT

The award is assessed by a practical task that will require you to actually create a computer game. You are required to do this by yourself but you will learn in a collaborative way, along with other learners.

PROGRESSION

Pupils can progress to the next level in Computer Games Development or explore Further and Higher Education Courses in

- Esports
- Game Development
- Software Engineering

FUTURE CAREERS

- Graphic design
- Games testing
- Games Designer