

Unit Title:	Emerging Technologies in the Gaming Industry
Unit Level:	Three
Unit Credit Value:	3
Unit Code:	WNI810
Unit Type:	Academic Subject Content
Unit Review Date:	31/12/2028
Graded / Ungraded:	Graded

This unit has 1 learning outcome:

Learning outcomes	Assessment criteria
The learner will:	The learner can:
1. Understand the significance of an emerging technology/trend to the games industry.	1.1. Identify three examples of relevant emerging technologies/trends of the games industry. 1.2. Discuss the significance of an emerging technology/trend to the games industry.

Assessment (Graded)

1. Meets assessment criteria	At least a Pass
2. Further grading	
<ul style="list-style-type: none"> ▪ Meets assessment criteria but not merit grading standards 	Pass
<ul style="list-style-type: none"> ▪ Meets assessment criteria and merit but not distinction grading standards 	Merit
<ul style="list-style-type: none"> ▪ Meets assessment criteria and distinction grading standards 	Distinction