

Unit Title:	Games Design
Unit Level:	Three
Unit Credit Value:	6
Unit Code:	WNI812
Unit Type:	Academic Subject Content
Unit Review Date:	31/12/2028
Graded / Ungraded:	Graded

This unit has 4 learning outcomes:

Learning outcomes	Assessment criteria
The learner will:	The learner can:
1. Be able to develop an idea for a 2D or 3D game.	1.1. Develop a Games Design Document (GDD), including: (a) ideas development (b) synopsis of the idea (c) target audience and evidence of research (d) resources list (e) schedule (f) concept art (g) layout design of map (h) sound effects list (i) list of platforms for launch (j) marketing strategy (h) minimum viable product outline
2. Be able to implement a design idea for a game.	2.1. Produce a prototype game for a specific audience. 2.2. Record the creative process.
3. Be able to use player feedback to influence design decisions.	3.1. Develop questionnaire(s) to gather feedback from peers. 3.2. Using feedback, amend design as part of an iterative design process.
4. Be able to complete and execute a game for a specific audience.	4.1. Package a game for a specific audience, considering different platforms or media of release. 4.2. Record the creative process.

Assessment (Graded)

1. Meets assessment criteria	At least a Pass
2. Further grading	
▪ Meets assessment criteria but not merit grading standards	Pass
▪ Meets assessment criteria and merit but not distinction grading standards	Merit
▪ Meets assessment criteria and distinction grading standards	Distinction