

Curriculum Overview

Subject: Games Development

Year Group: 13

BTEC Nationals in Creative Digital Media Production (Games Development Pathway). This is a two-year course that encourages you to develop skills across a range of different platforms, technologies and disciplines. You will explore industry standard software and gain insight into career opportunities available in the games and creative media industry. The course we plan is to be delivered over two years. Students are assessed, internally moderated and then moderated externally by a moderator from Pearson. The course is graded at Pass, Merit and Distinction.

TERM 1	TERM 2	TERM 3
Unit 4: Pre-production techniques A Understand the requirements of preproduction of a digital media product Coursework Assessment - A report on the format, function and purpose of the processes and documentation essential for pre-production. Unit 8 LA A: Media messages Unit 8: Responding to a Commission A Rationale for ideas in response to a commission Understand the use of research and statistical/ background information about the client and commission when preparing a rationale. B Developing a response to a commission Understand that producers need to be able to persuade clients and commissioners in limited time or space that they have a good solution to their brief.	LA B: Carry out pre-production for a digital media product • Procedures to follow • Pre-production requirements relevant for a chosen sector LA C: Produce a pre-production portfolio for a creative media production • Formats for documenting preproduction • Contents of pre-production portfolio • Maintaining a pre-production portfolio Unit 8 C Operational considerations of the proposal D Presentation of creative ideas	KNOWLEDGE/SKILLS Unit 3 D Review pre-production of a digital media product • Elements of pre-production • Project management
KEY ASSESSMENTS LA A - Coursework Assessment: Guide for an industry website.	KEY ASSESSMENTS Coursework Assessment - A written/audio/ video summary to document management of preproduction. Unit 8 Examination	KEY ASSESSMENTS LA D- Coursework Assessment: Digital game using an authoring software. Written or recorded documentation of the checking of the game.

Extended reading suggestions and external resources:

<https://qualifications.pearson.com/en/qualifications/btec-nationals/creative-digital-media-production-2016.html>