

# OCR CREATIVE iMEDIA

## UNIT R091—Designing a game concept

LO1: Understand digital game types and platforms		
MB1: 1 – 4 marks	MB2: 5 – 7 marks	MB3: 8 – 9 marks
Produces a summary of digital gaming hardware platforms, reviewing a <b>limited range</b> of platforms from different generations which demonstrates a <b>limited</b> understanding.	Produces a summary of digital gaming hardware platforms, reviewing a <b>range</b> of platforms from different generations which demonstrates a <b>sound</b> understanding.	Produces a summary of digital gaming hardware platforms, reviewing a <b>wide range</b> of platforms from different generations which demonstrates a <b>thorough</b> understanding.
Demonstrates a <b>basic</b> understanding of gaming platform capabilities and limitations.	Demonstrates a <b>sound</b> understanding of gaming platform capabilities and limitations.	Demonstrates a <b>thorough</b> understanding of gaming platform capabilities and limitations.
MB1: 1 – 4 marks	MB2: 5 – 7 marks	MB3: 8 – 9 marks
Produces a <b>brief</b> summary of the evolution of digital game characteristics from a <b>limited range</b> of genres.	Produces a <b>clear</b> summary of the evolution of digital game characteristics from a <b>range</b> of genres.	A <b>detailed</b> analysis of digital games evolution and their characteristics from a <b>wide range</b> of genres.
Gives explanations, with <b>limited accuracy</b> , of game objectives from a <b>limited range</b> of digital games.	Gives <b>mostly accurate</b> explanations of game objectives from a <b>range</b> of digital games.	Gives <b>fully accurate</b> explanations of game objectives from a <b>wide range</b> of digital games.

LO2: Be able to plan a digital game concept		
MB1: 1 – 5 marks	MB2: 6 – 9 marks	MB3: 10 – 12 marks
Produces an interpretation from the client/focus group requirements for a digital game concept which meets <b>few</b> of the requirements.	Produces an interpretation from the client/focus group requirements for a digital game concept which meets <b>most</b> of the requirements.	Produces an interpretation from the client/focus group requirements for a digital game concept which <b>fully</b> meets the requirements.
Produces a <b>limited</b> identification of target audience requirements.	Produces a <b>clear</b> identification of target audience requirements.	Produces a <b>clear and detailed</b> identification of target audience requirements.
Generates a <b>few</b> original ideas for a new game, with <b>limited</b> reference to key game play outlines and <b>limited</b> consideration of the success criteria.	Generates <b>some</b> original ideas for a new game, with <b>some</b> reference to key game play outlines and <b>some</b> consideration of the success criteria.	Generates <b>many</b> original ideas for a new game, with <b>extensive and clear</b> reference to key game play outlines and <b>thorough</b> consideration of the success criteria.
Draws upon <b>limited</b> skills/knowledge/understanding from other units in the specification.	Draws upon <b>some</b> relevant skills/knowledge/understanding from other units in the specification.	<b>Clearly</b> draws upon relevant skills/knowledge/understanding from other units in the specification.

LO3: Be able to design a digital game proposal		
MB1: 1 – 5 marks	MB2: 6 – 9 marks	MB3: 10 – 12 marks
Identifies an idea for a game which makes <b>limited</b> reference to design constraints and lists a <b>few</b> opportunities which have <b>limited</b> appropriateness, given the original idea.	Identifies an idea for a game which makes <b>some</b> reference to design constraints and lists <b>some</b> opportunities, most of which are appropriate, given the original idea.	Identifies an idea for a game which makes <b>full</b> and <b>clear</b> reference to design constraints and lists <b>many</b> opportunities, all of which are appropriate, given the original idea.
Creates a game proposal with a <b>brief</b> explanation of some of the game components.	Creates a game proposal with a <b>sound</b> explanation of many of the game components.	Creates a game proposal with a <b>detailed</b> explanation of most of the game components.
Visualisations of the game are <b>sometimes appropriate</b> and concepts are presented with <b>limited</b> detail.	Visualisations of the game are <b>mostly appropriate</b> and concepts are clearly presented.	Visualisations of the game are <b>consistently appropriate</b> and concepts are clearly and comprehensively presented.
Demonstrates a <b>limited</b> understanding of legislation in relation to the use of assets, ideas and concepts as part of a game design proposal, which is <b>occasionally accurate</b> .	Demonstrates a <b>sound</b> understanding of legislation in relation to the use of assets, ideas and concepts as part of a game design proposal, which is <b>mostly accurate</b> .	Demonstrates a <b>thorough</b> understanding of legislation in relation to the use of assets, ideas and concepts as part of a game design proposal, which is <b>consistently accurate</b> .
<b>Occasionally</b> saves electronic files using appropriate file and folder names and structures.	<b>Mostly</b> saves electronic files using file and folder names and structures which are <b>consistent</b> and appropriate.	<b>Consistently</b> saves electronic files using file and folder names and structures which are <b>consistent</b> and appropriate.

LO4: Be able to review a digital game proposal		
MB1: 1 – 3 marks	MB2: 4 – 6 marks	MB3: 7 – 9 marks
Produces a game proposal review with a <b>limited</b> explanation of game components, narrative and game play.	Produces a game proposal review with a <b>considered</b> explanation of game components, narrative and game play.	Produces a game proposal review with a <b>detailed and thorough</b> explanation of game components, narrative and game play.
Shows <b>limited</b> consideration to the way in which elements integrate to form a playable game.	Shows <b>some</b> consideration to the way in which elements integrate to form a playable game.	Shows <b>full</b> consideration to the way in which elements integrate to form a playable game.
MB1: 1 – 3 marks	MB2: 4 – 6 marks	MB3: 7 – 9 marks
Review identifies areas for improvement and further development of the games design concept, <b>some</b> of which are <b>appropriate</b> and <b>sometimes</b> are explained.	Review identifies areas for improvement and further development of the games design concept, which are <b>mostly appropriate</b> and explained well.	Review identifies areas for improvement and further development of the games design concept, which are <b>wholly appropriate</b> and <b>justified</b> .