

Course Title (to be shown on Certificate of Achievement)	Level Equivalence	Total Learning Hours
Level 3 Diploma in 3D Computer Games Design & Development	3	370

Units:

Unit Number	Unit Title	Mandatory (please tick)	Optional (please tick)
007	Independant 3D Game Planning	X	
008	3D Game Combat Mechanics	X	
009	Heads Up Displays and User Interfaces	X	

In order to achieve a full certificate, learners must successfully complete....	3	mandatory units and ...	0	optional units
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Are there any progression opportunities following successful completion of the course?	By completing this course, students can be prepared to enrol on a Level 4 qualification such as HND.
What guidance and support is available for learners?	Course handbook (Printed & Digital) Tutorials delivered by competent tutors during guided learning hours Online video tutorials E-mail communication & support with tutors Guidance for obtaining required hardware & software (alternatively students can use the studio outside teaching hours)
Assessment Please provide information about the assessments that a learner must meet in order to enable them to achieve this course, eg observation, essay, short answer questions etc	Students will need to submit a playable 3D video game level, which must include logical functionalities, as well student generated 3D models & materials. Submission must be made in a digital format (such as USB, CD/DVD, etc.)
Internal verification Please give a brief description of how the course will be internally verified	The course will be verified by an internal qualified verifier on 2 stages: 1. Verification of Assignment briefs 2. Verification of tutor's assessment
Course monitoring and review Please describe the ongoing monitoring and review activities that will be applied	The course will be monitored and reviewed by the following steps: 1. Teaching observation by an experienced tutor 2. Student feedback sheets 3. Internal verifier feedback 4. External verifier feedback
What is the target date for the accredited course to start?	September 2018
What is the target date for the first issue of certificates?	May 2019
What are the anticipated number of times the course is to be delivered per academic year?	5
What is the anticipated number of learners per course?	50

Our course is primarily targeted at pre 17s. We aim to encourage younger students to study computer games design & development. Most of our learning outcomes will also be tool specific. Meaning learners will have to show their understanding of highly technical tools such as *Autodesk 3D Studio Max, Unreal Engine 4 & Adobe Photoshop.*

Unit 07 [Independent 3D Game Planning]

The learner will:

- 1 Understand the elements required to independently plan a 3D game

The learner can:

- 1.1 Create game levels based on an idea
- 1.2 Produce creative elements based on an idea

The learner will:

- 2 Understand the importance of art theme in a 3D game

The learner can:

- 2.1 Create levels based on a consistent art theme
- 2.2 Design functions to match desired art theme

The learner will:

- 3 Understand methods for creating scenery in a 3D game

The learner can:

- 3.1 Create cut scenes in a 3D game using a modern game engine.

Internal Assessment Guidance – Unit 01:

Type of evidence	Assessment criteria	Additional information
Submitted assignment: Playable game level	1.1, 1.2	Playable game level could include the playable area, restricted by walls or other 3D assets. The level must be a reflection of the student's idea.
Submitted assignment: Playable game level	2.1, 2.2	The game must contain a consistent art theme throughout the level.
Submitted assignment: Blueprint Scripts	3.1	Game must contain scenery in order to engage players with game

Unit 08 [3D Game Combat Mechanics]

The learner will:

1 Understand required elements and their physics collision types to create combat systems in a 3D game engine

The learner can:

1.1 Identify required elements to create combat mechanics in a 3D Game

The learner will:

2 Understand “hit” physics collision types in a combat system

The learner can:

2.1 Identify the correct collisions in different combat systems
 2.2 Use appropriate “hit” collision settings to register events

The learner will:

3 Understand “overlap” physics collision types in a combat system

The learner can:

3.1 Use appropriate “overlap” collision settings to register events

Internal Assessment Guidance – Unit 02:

Type of evidence	Assessment criteria	Additional information
Submitted assignment: Blueprint Scripts	1.1, 1.2, 2.1, 2.2, 3.1, 3.2	Blueprints used for combat systems must contain appropriate collision physics to register correct events. Multiple physics collision settings must be used, in particular to register “hit” and “Overlap” events.

Unit 09 [Heads-up Displays and User Interfaces]

The learner will:

- 1 Understand Heads-up Displays and their role in games design

The learner can:

- 1.1 Identify required information to be displayed on HUD system

The learner will:

- 2 Understand the importance of User Interfaces and Graphic User Interfaces in 3D games

The learner can:

- 2.1 Create HUD systems using UI and GUI systems

The learner will:

- 3 Understand game engine motion graphics for HUD systems

The learner can:

- 3.1 Create an animated HUD using a game engine's motion graphics

Internal Assessment Guidance – Unit 02:

Type of evidence	Assessment criteria	Additional information
Submitted assignment: Packaged game Packaged file	1.1, 2.1, 3.1	The final game must contain HUD(s) which display correct information using appropriate graphics. Some elements of HUD(s) must also be animated using a game engine's motion graphics such as the UMG system.