



Unit Assessment Record Sheet

Programme **Pearson BTEC L3 National Extended Certificate in IT**

Unit Number and Title

Unit 08: Computer Games Development

Final grade awarded

PASS

MERIT

DISTINCTION

Learner Name

Assignment Title: **Computer Gaming Technologies**

Sub Date:

Submitted:

Resub Date:

Submitted:

Learning Aim: **A: Investigate technologies used in computer gaming**

Assessor Name:

Lead IV Name:

Targeted criteria		Submission assessment comments		Resubmission assessment comments	
08/A.D1	Evaluate the impact of current and emerging technologies on the design and development of computer games to meet the requirements of the users and the computer games industry.	achieved		achieved	
08/A.M1	Discuss how current and emerging technologies impact on how games are designed and developed to meet the requirements of the users and the larger computer games industry.	achieved		Achieved	
08/A.P1	Explain social and technological trends of computer games.	achieved		Achieved	
08/A.P2	Explain how current and emerging technologies impact computer games' design and development.]	achieved		achieved	

General Comments

I certify that the work submitted for this assignment is my own. I have clearly referenced any sources used in the work. I understand that false declaration is a form of malpractice.

Learner signature: _____ Date: _____

I certify that the learner has permission to resubmit the work and meets the criteria set out by BTEC for a resubmission to take place. Work due by date in box above.

Lead IV signature: _____ Date: _____

I certify that the work submitted for this assignment is my own. I have clearly referenced any sources used in the work. I understand that false declaration is a form of malpractice.

Learner signature: _____ Date: _____

I certify that the evidence submitted for this assignment is the learner's own. The learner has clearly referenced any sources used in the work. I understand that false declaration is a form of malpractice.

Assessor signature: _____ Date: _____

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Assessor signature: _____ Date: _____

Assignment Title: **Design, develop a computer game**

Sub Date:

Submitted:

Resub Date:

Submitted:

Learning Aim: **B: Design a computer game to meet client requirements
C: Develop a computer game to meet client requirements**

Assessor Name:

Lead IV Name:

Targeted criteria		Submission assessment comments		Resubmission assessment comments	
05/BC.D2	Evaluate the design and optimised computer game against client requirements.	achieved		achieved	

05/BC.D3	Demonstrate individual responsibility, creativity and effective self-management in the design, development and review of a computer game.	achieved		achieved	
05/B.M2	Justify decisions made, showing how the design will fulfil its purpose and client requirements.	achieved		achieved	
05/C.M3	Optimise a computer game to meet client requirements.	achieved		achieved	
05/B.P3	Produce designs for a computer game that meet client requirements.	achieved		Achieved	
05/B.P4	Review the designs with others to identify and inform refinements.	achieved		achieved	
05/C.P5	Produce a computer game to meet client requirements.	achieved		achieved	
05/C.P6	Test a computer game for functionality, usability, stability and performance.	achieved		achieved	
05/C.P7	Review the extent to which the computer game meets client requirements	achieved		achieved	

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