

## BTEC Assignment Brief

<b>Qualification</b>	Pearson BTEC Level 3 National Diploma in Information Technology
<b>Unit number and title</b>	<b>Unit 8: Computer Games Development</b>
<b>Learning aim(s)</b> (For NQF only)	<b>A:</b> Investigate technologies used in computer gaming
<b>Assignment title</b>	Computer Gaming Technologies
<b>Assessor</b>	CTJ
<b>Issue date</b>	30/10/2017
<b>Hand in deadline</b>	27/11/2017

<b>Vocational Scenario or Context</b>	You have taken a job as a junior programmer with a software company that develops a variety of software including games.
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<b>Task 1</b>	<p>You have been asked to write an article for the company web site to evaluate the impact that current and emerging technologies have, and are likely to have, on the design and development of computer games. You must also explain the current social and technology trends in computer gaming.</p> <p>Your evaluation needs to include clear examples of current and emerging technologies and the requirements of game players and the game industry, making comparisons between different technologies in terms of their impact.</p>
<b>Checklist of evidence required</b>	Completed article
<b>Criteria covered by this task:</b>	
Unit/Criteria reference	To achieve the criteria you must show that you are able to:
8/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.
8/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.
8/A.P1	Explain social and technological trends of computer games.
8/A.P2	Explain how current and emerging technologies impact computer games' design and development.

<b>Sources of information to support you with this Assignment</b>	<a href="http://www.bbc.co.uk/news/technology">http://www.bbc.co.uk/news/technology</a> - BBC New website, technology section  Games magazine, and other computer gaming magazines.
<b>Other assessment materials attached to this Assignment Brief</b>	<i>eg, work sheets, risk assessments, case study</i>