Fife College

SCHOOL/COLLEGE PARTNERSHIP ACTIVITY - SESSION 2017/18

Activity / Programme Title	**National Progression Award (NPA) in Computer Games Development**
Certificated/Non-Certificated	Certified National Progression Award (NPA)
Qualification / Level	Scottish Qualifications Agency (SQA) at Level 5
Activity Description	The National Progression Award in Computer Games Development is intended to prepare you for progression to further study in Computer Games Development, Digital Media Studies, Computing Science and IT subjects. The awards provide an introduction to the knowledge and skills of Computer Games Design and Development that will be necessary if you intend to specialise in aspects of Computer Games Development, Digital Media Studies, Computing Science and IT subjects.
Entry Requirement	Whilst no formal entry conditions exist, successful applicants should be able to demonstrate a familiarity with computing, mathematics, art, and craft subjects and would likely be studying at National 4 or 5 Level or above.
Content	The NPA consists of three accredited SQA units: • Computer Games: Design • Computer Games: Media Assets • Computer Games: Development During the course you will gain an understanding of the underlying concepts and fundamental principles involved in digital gaming planning, design and developing. You will learn how to recognise and distinguish differences between numerous gaming platforms, environments and genres and acquire an understanding of the different types of media assets required for developing a digital game. You will plan and produce media assets for use in game development environments using a variety of computer software from industry giants Adobe. These will include computer graphics, animations and sounds. You will then consider the processes involved in the final stages of development of a digital game where you will learn how to use your chosen game development environment to bring together all the parts and produce a working game which will include an insight into the world of computer coding and programming.
Target Year Group	S4-6
Day(s)	Monday and Wednesday Afternoon
Time	1400-1600 hrs
No of Places	20 maximum
Location	Fife College @ Dunfermline High School
Start Date	Wednesday, 7 June 2017

Curriculum Team	Games and Animation
Curriculum Contact	Mark McPhee

Computer Games: Design

Learners will acquire an understanding of the underlying concepts and fundamental principles involved in digital gaming planning and design. Learners will learn how to recognise and distinguish differences between numerous gaming platforms, environments and genres. You will be introduced to fundamental methods used in the planning and design stages involved in the production of a digital game. Learners will plan and design a level in a digital game. At SQCF Level 5 you will be introduced to the role of the Games Designer.

Learners will investigate emerging technologies in gaming and analyse how this technology will affect games and peoples' expectations of games. Learners will investigate what organisations and activities are involved in the investment, creation, production and distribution of games and evaluate external factors to be considered when designing a digital game. Learners will evaluate design methods used in the planning and design stages involved in the production of a digital game. Learners will plan and design a digital game to a given brief.

Computer Games: Media Assets

Learners will acquire an understanding of the different types of media asset required for developing a digital game. Learning how to plan and produce media assets for use in a game development environment.

Computer Games: Development

Learners will gain an understanding of the processes involved in the final stages of development of a digital game. You will learn how to use your chosen game development environment to bring together all the parts and produce a working game. You will gain an understanding of the evaluation process and then go on to plan and deliver a promotional activity.

At SCQF Level 5 learners will devise a test strategy then test the game thoroughly, recording the results. You will gain an understanding of the evaluation process and complete a user review of a game that applies a scoring/rating system. You will finally plan and create a promotional activity.