

Purpose Statement

NCFE Level 2 Certificate in Computer Games Development (600/5243/0)

1. Overview

What does this qualification cover?

This QCF qualification is ideal for learners who wish to obtain underpinning knowledge and develop their skills in computer game design and development.

The requirement for learners to complete 5 mandatory units ensures they gain an in depth introduction to computer games development. Learners will explore game genres and research games design. They will initiate their own game design ideas; they will consider the visual styles used in computer games, the software used in game art production, the development of art ideas and produce their own artwork.

Learners will develop gameplay concepts and art and media elements into a functioning computer game. They will work to a design brief covering the key concepts of interactive game logic and games engines. Learners will apply sound production skills to the development of speech, effects and music to meet the requirements of a simple computer game design brief. They will apply their planning and production skills to the development of sounds specifically for computer games.

Testing is a vital component of the computer games development process, allowing developers to identify and rectify bugs, story errors, playability problems and other issues that are likely to affect the commercial viability of a game. Learners will develop and carry out their own test plan.

The qualification consists of 5 mandatory units:

- Computer game design (K/503/9832)
- Computer game art production (M/503/9833)
- Computer game production (T/503/9834)
- Computer game digital sound production (A/503/9835)
- Computer game testing (F/503/9836)

To achieve the NCFE Level 2 Certificate in Computer Games Development learners are required to successfully complete all 5 mandatory units by demonstrating their achievement of all learning outcomes and assessment criteria.

Who could take this qualification or who is this qualification designed for?

The NCFE Level 2 Certificate in Computer Games Development is an ideal qualification for learners who want an insight into the role of a computer games designer/developer.

This qualification is suitable for learners aged pre-16 and above. There aren't any specific recommended prior learning requirements for this qualification; however, learners might find it helpful if they've already achieved a level 1 qualification.

2. What could this qualification lead to?

Will the qualification lead to employment and, if so, in which job role at which level?

This qualification provides learners with a good insight into the skills and knowledge they require, not only for working in computer games development, but generic, transferable skills that all employers would welcome, such as reflective practice, self assessment, target setting, receiving and giving feedback and presentation skills. The choice of units offered across level 2 gives learners the opportunity to demonstrate a variety of relevant skills that employers are seeking, whilst enjoying their learning.

This qualification will enhance learners' job opportunities and help them to apply their skills and talents in a job role. Potential career opportunities at this level could include junior roles in computer games designing, digital illustrating, 3D modelling, art editing, graphic design, web design, multi media design, animation, ICT and computer programming.

Will the qualification support progression to further learning, if so, what to?

Learners who achieve this qualification could progress into further education, including the following qualifications:

- NCFE Level 3 Certificate in Creative Craft
- NCFE Level 3 Certificate in Interactive Media
- NCFE Level 3 in IT User Skills (ITQ)
- Level Diploma in Creative Media

If there are larger and/or smaller versions of this qualification at the same level, why should a learner take this particular one?

There are 2 Awards available at this level: the Level 2 Award in Computer Games Design and the Level 2 Award in Computer Games Development. The NCFE Level 2 Certificate in Computer Games Development combines the content and scope of the two Awards. The 5 mandatory units required by the Certificate ensure that learners have greater opportunity to develop and apply their skills and knowledge to both computer games design and development.

The NCFE Level 2 Certificate in Computer Games Development has been mapped against the Creative Skillset's Interactive Media National Occupational Standards (NOS). NOS are designed to raise performance in business, industry and the public sector, which means the potential progression opportunities from this NCFE qualification are occupationally relevant.

This NCFE Certificate is designed to improve the development of English, numeracy and ICT skills; the activities learners carry out whilst completing this qualification will help prepare them for Basic Skills or Functional Skills assessments. The qualification has been mapped to the Personal, Learning and Thinking Skills (PLTS) framework. The framework describes the qualities and skills needed for success in learning and life.

3. Who supports the qualification?

The qualification is supported by providers listed on the Register of Training Organisations and who have current contracts for delivery of provision in Creative Arts and Media. For further information please contact NCFE on 0191 239 8000.