

Course Start

Course Start is independent learning you need to complete as a fundamental part of your introduction to the course. It should take you approximately 5 hours to complete.

Course Name	Games Development
How this Course Start fits into the first term of the course	<i>Our first unit is Unit 302: Creating Digital Games. This unit focuses on creating a game which meets the interest of a specific gamer audience type.</i>
How will my Course Start learning be used in lessons?	<p><i>The game that you will develop will be specifically targeting the gameplay conventions that the gamer audience type expects.</i></p> <p><i>Within the first four weeks, you will also explore the concepts, tools and processes of games development and relate these to gamer audience expectations. This report will also be your first piece of formal coursework.</i></p>
Course Start learning objectives	<ul style="list-style-type: none"> <i>To be able to identify their own gamer audience types and identify which games interest them.</i> <i>To compare and contrast 3 other gamer audience types with their own, identifying areas in which these audiences are different to their own type.</i> <i>Propose a 2D game idea using a one paragraph 'elevator pitch' in a chosen, specific gamer audience type other than your own.</i>
Study Skills	<ul style="list-style-type: none"> Technical production Analysis Self Reflection Creativity and Idea Generation

	<ul style="list-style-type: none"> • Communication and Persuasion
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Expectations for: Games Development

Our specification is: [RSL Creative Digital Media \(Games Design\)](#)

What this course involves
Six coursework-focused units over two years of study. No formal examinations.
Working independently or in a group to create a variety of game demos and game assets.
Pitch, market and promote game ideas to encourage employment or sales of products.
Analysis of the concepts, tools and processes involved in creating games and game elements
Creation of game elements using a range of artistic and technical skills and tools
Evaluation of the qualities of your own work
Completion of at least five hours a week of independent study, in which at least two hours a week are self directed
Maintaining a professional portfolio targeting a specific job role

Course Start Task

Complete all the activities on a Google Docs document. You will submit this as a .PDF at the beginning of the academic year.

Activity 1: What gamer audience type are you?

[Take the following gamer audience types quiz.](#)

[100+ word report]

“Which is your gamer audience type? How well does your profile match your gaming tastes? Are there any elements which are inaccurate?”

Activity 2: What are the other gamer audience types?

[Read the description of all nine gamer audience types.](#)

[150+ word report]

“Analyse three additional gamer audience types. What types of games do these audience types prefer? What current games would be appropriate for this audience, and why?”

Activity 3: Game elevator pitch

Identify one of the three gamer audience types that you understand well, and imagine the perfect game for that audience. The game can contain elements of games that

already exist, but there should be no game too similar to the game you are imagining.

'Elevator pitch' the game in less than 5 sentences, clearly communicating why the game is interesting and engaging to that audience. This can either be in written form or video form (e.g. filming the pitch on your phone).