

Silver - Unit 26 - Computer Games Development (3 Credits)

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- National Strategies [APP criteria](#) [5] are relevant from Entry 3 upwards.
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Level 1, Unit 26 - Computer Games Development (3 credits)

1. Know computer game components and the computer games industry

[1.1 I can identify the hardware and software components of a video game system](#) [7]

[1.2 I can identify some activities required to develop modern computer games](#) [10]

[1.3 I can list some of the features of an existing computer game](#) [13]

2. Know how to develop a computer game specification

[2.1 I can contribute to the production and pre-production proposal document for a computer game project](#) [8]

[2.2 I can identify some components required to develop a computer game](#) [11]

[2.3 I can contribute some ideas to the production of an implementation plan for a computer game development](#) [14]

3. Implement a component of a computer game

[3.1 I can assist in the design of a component of a computer game](#) [9]

[3.2 I can assist in the development of a component of a computer game](#) [12]

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Entry Level 1, Unit 3 - Online Basics (2 credits) [28]	Level 1, Unit 3 - Using Collaborative Technologies (3 credits) [29]	Level 2, Unit 3 - Using Collaborative Technologies (4 credits) [30]	Level 3, Unit 3 - Using Collaborative Technologies (6 credits) [31]
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Entry Level 1, Unit 9 - Using Word Processing Software (2 credits) [52]	Level 1, Unit 9 - Drawing and planning (2 credits) [53]	Level 2, Unit 9 - Drawing and planning (3 credits) [54]	Level 3, Unit 9 - Drawing and Planning Software (4 credits) [55]

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Entry Level 1, Unit 12 - Presentation Software (2 credits) [60]	Level 1, Unit 11 - Database Software (3 credits) [61]	Level 2, Unit 11 - Database software (4 credits) [62]	Level 3, Unit 11 - Database Software (6 credits) [63]
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[184] <https://theingots.org/community/siel3u14>
[185] <https://theingots.org/community/sil2u80>
[186] <https://theingots.org/community/siel3u15>
[187] <https://theingots.org/community/sil2u81>
[188] <https://theingots.org/community/siel3u16>
[189] <https://theingots.org/community/sil2u82>
[190] <https://theingots.org/community/siel3u20>
[191] <https://theingots.org/community/sil2u83>
[192] <https://theingots.org/community/siel3u23>
[193] <https://theingots.org/community/sil2u84>
[194] <https://theingots.org/community/siel3u25>
[195] <https://theingots.org/community/sil2u85>
[196] <https://theingots.org/community/siel3u26>
[197] <https://theingots.org/community/siel3u28>
[198] <https://theingots.org/community/siel3u32>