
Gold - Unit 26 - Computer Games Development (4 Credits)

Developing Computer Games and Puzzles.

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(Guidance coming soon)

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Level 2, Unit 26 - Computer Games Development (4 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](#) [6]

[1.2 I can identify the activities required to develop modern computer games](#) [9]

[1.3 I can describe the features of an existing computer game](#) [12]

2. Know how to develop a computer game specification

[2.1 I can contribute to the production of a pre-production proposal document for a computer game project](#) [7]

[2.2 I can identify the components required to develop a computer game](#) [10]

[2.3 I can contribute to the productions of an implementation plan for a computer game development](#) [13]

3. Implement a component of a computer game

[3.1 I can design a component of a computer game](#) [8]

[3.2 I can develop a component of a computer game](#) [11]

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Entry Level 1, Unit 3 - Online Basics (2 credits) [27]	Level 1, Unit 3 - Using Collaborative Technologies (3 credits) [28]	Level 2, Unit 3 - Using Collaborative Technologies (4 credits) [29]	Level 3, Unit 3 - Using Collaborative Technologies (6 credits) [30]
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[Level 1, Unit 10 - Presentation Software \(3 credits\) \[56\]](#)

[Level 2, Unit 10 - Presentation software \(4 credits\) \[57\]](#)

[Level 3, Unit 10 - Presentation Software \(6 credits\) \[58\]](#)

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[179] <https://theingots.org/community/sil2u71>
[180] <https://theingots.org/community/siel3u4>
[181] <https://theingots.org/community/sil2u72>
[182] <https://theingots.org/community/siel3u10>
[183] <https://theingots.org/community/sil2u73>
[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>