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

Developing Computer Games and Puzzles.

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(Guidance coming soon)

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- [Link to assessor's guide to interpreting the criteria for this unit](#) [4]
- Click on the links in the table below for specific guidance on the assessment criteria.
- References to [personal learning and thinking skills \(PLTS\)](#) [5]

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 2 - Using ICT to Select and Exchange Information (2 credits) [23]	Level 1, Unit 2 - Website Software (3 credits) [24]	Level 2, Unit 2 - Website Software (4 credits) [25]	Level 3, Unit 2 - Website Software (5 credits) [26]
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]
Entry Level 1, Unit 4 - Desktop Publishing Software (2 credits) [31]	Level 1, Unit 4 - IT Security for Users (1 credit) [32]	Level 2, Unit 4 - IT Security for Users (2 credits) [33]	Level 3, Unit 4 - IT Security for Users (3 credits) [34]
Entry Level 1, Unit 5 - Safe Working Practices (2 credits) [35]	Level 1, Unit 5 - Spreadsheet Software (3 credits) [36]	Level 2, Unit 5 - Spreadsheet Software (4 credits) [37]	Level 3, Unit 5 - Spreadsheet Software (6 credits) [38]
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Entry Level 1, Unit 8 - Using ICT Equipment in a Work Place (2 credits) [47]	Level 1, Unit 8 - Using the Internet (3 credits) [48]	Level 2, Unit 8 - Using the internet (4 credits) [49]	Level 3, Unit 8 - Using the Internet (5 credits) [50]
Entry Level 1, Unit 9 - Using Word Processing Software (2 credits) [51]	Level 1, Unit 9 - Drawing and planning (2 credits) [52]	Level 2, Unit 9 - Drawing and planning (3 credits) [53]	Level 3, Unit 9 - Drawing and Planning Software (4 credits) [54]

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Entry Level 1, Unit 12 - Presentation Software (2 credits) [59]	Level 1, Unit 11 - Database Software (3 credits) [60]	Level 2, Unit 11 - Database software (4 credits) [61]	Level 3, Unit 11 - Database Software (6 credits) [62]
Entry Level 1, Unit 13 - Computer Games Development (2 credits) [63]	Level 1, Unit 12 - Desktop Publishing Software (3 credits) [64]	Level 2, Unit 12 - Desktop Publishing Software (4 credits) [65]	Level 3, Unit 12 - Desktop Publishing Software (5 credits) [66]
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Entry Level 2, Unit 9 - Using Word Processing Software (2 credits) [111]	Level 1, Unit 24 - Additive Manufacture (3 credits) [112]	Level 2, Unit 24 - Additive Manufacture (3 credits) [113]	Level 3, Unit 33 - Application Development Using Project Management Methods (6 credits) [114]
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[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>