

CREATIVITY THROUGH COMPUTER GAMES DEVELOPMENT



STEM - EFFECTIVE CONTRIBUTORS

WANT TO MAKE THE NEXT MARIO, FIFA OR HALO? LEARN THE SKILLS TO START THAT CAMPAIGN TODAY!

Computer Games Development is for pupils who enjoy designing, creating, and testing digital games. You will develop practical skills in game design, coding, and testing, while learning how to bring your ideas to life in a fun and creative way. This course helps you explore skills and careers in the digital and technology industries.

SKILLS FOCUS



COMMUNICATING



COLLABORATING



LEADING



CURIOSITY



CREATIVITY



CRITICAL THINKING



INITIATIVE



ADAPTING



FOCUSING

RECOGNITION OF ACHIEVEMENT

SCQF Level 6 NPA Computer Games Development

LEARNING INTENTION, SUCCESS CRITERIA & CAREER OPPORTUNITIES

Learning Intentions

I will:

- communicate game development ideas clearly using appropriate language, diagrams, and explanations.
- focus on a game development task and manage my time effectively.
- work collaboratively with others to design, build and test games.
- create engaging solutions to a given problem or brief.
- think critically about problems and solutions.

Success Criteria

I can:

- plan a game by identifying the target audience, rules, and features.
- design a game using diagrams, storyboards, or pseudocode to show how it will work.
- develop a game using appropriate software and coding constructs.
- test and debug my game to ensure it works as intended.
- work independently or with others to complete game development tasks.

Career Opportunities

- Games Designer
- Computer Programming
- Software Engineer

The Four Capacities

