

BTEC NATIONAL DIPLOMA IN INTERACTIVE GAME DEVELOPMENT

Digital Graphics

1. Investigate graphic file formats
2. Demonstrate use of appropriate image editing and photo manipulation software
3. Produce an image to a specification
4. Evaluate digital graphics work.

Web Authoring

1. Investigate the Hypertext Mark-up Language (HTML)
2. Demonstrate use of the tools and features of website design and production software
3. Produce a media rich website to a specification
4. Evaluate web authoring work.

Video in Multimedia

1. Investigate video in multimedia
2. Edit video material for multimedia
3. Apply edited material to a multimedia product
4. Evaluate video in multimedia work.

Game Technology and Platforms

1. Investigate the types of interactive games platforms
2. Investigate the hardware capability, performance and design features of Interactive gaming platforms
3. Demonstrate knowledge of the operating systems and software development tools of Interactive games platforms.

Multimedia Practices

1. Investigate multimedia products
2. Demonstrate knowledge of current multimedia practices
3. Apply the methods and techniques associated with multimedia practices to multimedia projects
4. Demonstrate understanding of legal and ethical constraints.

Web Animation

1. Investigate the capabilities and limitations of animation for the web
2. Demonstrate use of the tools and features of Vector-Based web animation software
3. Produce an interactive Vector-Based animation for the web according to a specification
4. Evaluate the interactive Vector-Based animation.

Motion Graphics and Video

1. Investigate motion graphics and compositing video
2. Demonstrate use of the main tools and features of motion graphics and compositing video software
3. Create a video sequence using motion graphics and composited video
4. Evaluate the motion graphics and compositing video work.

Games Design

1. Investigate which features are considered to make a successful game
2. Assess the principles of games design
3. Formulate a proposal for a games document
4. Review this document.

Visual Programming

1. Demonstrate an understanding of the tools and techniques available for programming in a visual environment
2. Investigate, review and produce examples of graphical programs
3. Create and use graphical objects using suitable programming techniques for a specific purpose
4. Evaluate graphical programs produced and suggest improvements.

3D Modelling

1. Investigate the concepts, principles and limitations of 3D modelling
2. Demonstrate use of the tools and features of 3D modelling software
3. Produce a 3D model to a specification
4. Evaluate the 3D modeling work.

3D Animation

1. Investigate the concepts, principles and limitations of 3D animation
2. Demonstrate use of the tools and features of 3D animation software
3. Produce a 3D Animation to a specification
4. Evaluate the 3D Animation work

3D Environments

1. Investigate the concepts, principles and limitations of 3D environments
2. Demonstrate use of the tools and features of 3D environment software
3. Produce a 3D environment to a specification
4. Evaluate the 3D environment work.

Game Engines

1. Investigate the types of game engines
2. Explore the differences between the features and capabilities of game engines
3. Explore the differences between the techniques and methods used in the games software
4. Develop a game element using a game engine.

Professional Brief

1. Identify and use an opportunity to work to a professional brief
2. Negotiate parameters within which to operate
3. Plan, develop and deliver a response to a professional brief
4. Evaluate own performance in a professional context.

Multimedia Authoring

1. Investigate the concepts, principles and limitations of multimedia authoring
2. Demonstrate use of the main tools and features of multimedia authoring software
3. Produce a multimedia presentation to a specification
4. Evaluate multimedia authoring work.

Object Orientated Techniques

1. Explore the concepts and principles of object oriented modelling techniques
2. Assess the uses of structural and operational elements
3. Diagram and design game elements using object oriented modelling techniques
4. Review the work done.

Sound for Games

1. Investigate the use of sound in games
2. Demonstrate an understanding of sound design and production for games
3. Create sound content for a game element
4. Review the sound content.

Mathematics for IT Practitioners