

Computer Games Development

NPA Level 4 & 5

What will I study?

The NPAs in Computer Games Development at SCQF levels 4, 5 introduce learners to the genres, trends and emerging technologies of the computer games industry. This suite of awards provides a foundation in techniques that are important to the sector such as digital planning and design, creation of media assets, and development and testing — while also developing employability skills and Core Skills through enterprise activities.

The course is split into three units:

- **Design**
- **Development**
- **Media Assets**

What skills will I develop?

Pupils will develop a range of ICT skills and the confidence and ability to explore a wide range of software including games development software.

They will develop skills in planning and creativity .

Computational thinking skills when building digital solution and developing games.

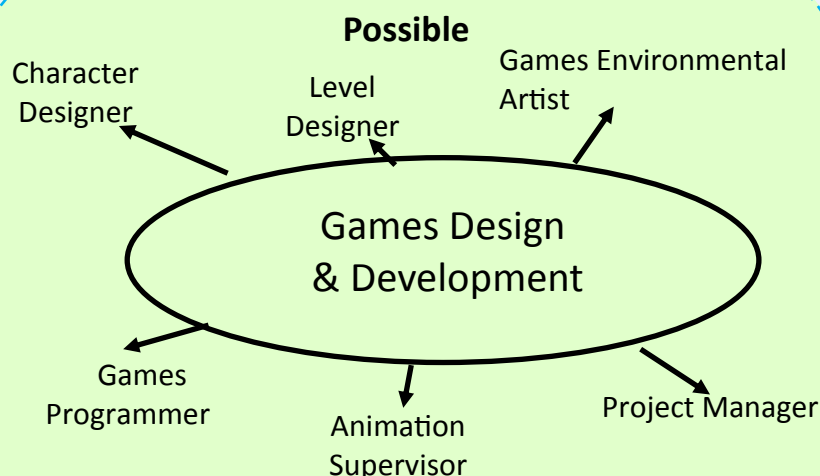
They will gain an understanding of teamwork and the roles available in the Games Industry.

How will I be assessed?

This course is assessed using a portfolio approach. Students will build evidence completing tasks as they progress through the units.

All activities must be completed in order to meet the assessment standards and gain overall course award.

There is no final exam



This is being offered as a standalone course in school this year.

Learners may progress to HN Units and/or awards in Computing at SCQF level 6, 7 or above, at College.

Need more info? -

www.sqa.org.uk