

Extended Certificate in Games Design – Summer Independent Learning Y12-13 2021

Your Summer Independent Learning (SIL) consists of the following task.

Task

These tasks are designed to encourage you to think about future career progression. Regardless of your ultimate career intentions, whether these lie in the games industry or not, you must complete all of these tasks to achieve the qualification.

You need to reflect on your own career and progression intentions, assess where you are currently and plan how to achieve your goals. The supporting Power Point slides that you have gone through in class and that are now available on Teams should help you to structure and present this effectively.

The areas you need to cover are:

- CV
- Researching Job Descriptions
- Researching Job Vacancies
- Personal Skills Audit
- Considering the benefits of university vs employment

The submission of your SIL will be in the form of a portfolio, including documents/sections relating to all aspects of the work above. This will be submitted in your first week back in college.

PART TWO - ADDITIONAL CONTENT

Read the information on the following links.

It will give you a good understanding of some of the specific challenges in games design and the sorts of things you need to know when designing characters and levels. Make notes on what you read, to help you process and understand the information better. Also, it will help you revisit the information when you need to.

<https://gamedevelopment.tutsplus.com/tutorials/a-beginners-guide-to-designing-video-game-levels--cms-25662>

<https://www.gamedesigning.org/learn/level-design/>

https://www.gamasutra.com/blogs/DanTaylor/20130929/196791/Ten_Principles_of_Good_Level_Design_Part_1.php