

# BGE 3rd Year

**Department:** Computing

**BGE Course:** Games Development

## Brief Description of Course:

Games design and development is an exciting area of the computing industry which has flourished in recent years with small games companies springing up all over Scotland. This course aims to introduce knowledge and skills of the games industry.

Topics included in this course include—

- ◇ **Media Assets** - Learners will learn how to plan and create a range of graphics, videos and sound required for developing a computer game.
- ◇ **Game Design** - learners will be provided with a basic understanding of the concepts and fundamental principles involved in computer game planning and design. They will gain knowledge and skills in different game genres and platforms, creating proposals for different games and elements of game design.
- ◇ **Game development** - learners will use the Scratch programming environment to develop and test their own game using a variety of media assets.

**Progression from S3 Games** - In s4 young people can choose to do an NPA course in Games Development or could progress to Computing Science National 4

## Assessment Strategies:

As well as range of practical and theory tests, it is hoped that the majority of pupils studying this course will be awarded an SQA unit in Media Assets (SCQF 4).

## Pupil Commitment:

This is a practical course with elements of theory.