|  |
| --- |
| Games Industry Obligations |
| Date of Issue: | 17th March 2016 |
| Task Submission Deadline: | 5th May 2016 |
| Assignment Duration (approximately) | 10 hours |

|  |  |
| --- | --- |
| Qualification  | Level 3 90-Credit Diploma in Creative Media Production (Games Development) |
| Unit  | Unit 13 Understanding the computer Games Industry |
| Assessor’s Name: | Matthew O’Neill |
| Student Name: |  |

|  |
| --- |
| Project Overview / Scenario |
| You are working for giantbomb.com and one issue that has been noted by your users is a misconception of standard requirements of the games industry and your department have been given the task of rectifying this issue. Your department have decided to produce a podcast that details and outlines the concepts, key terms and procedures of the contractual, legal and ethical responsibilities that the games industry need to use in order to ensure they meet governmental policies on employment, to legally protect their property and possible ethical issues that concern games.  |

|  |
| --- |
| Task : |
| You will need to create a comprehensive detailed Podcast report with examples to back up your explanations of the contractual, legal and ethical obligations that the games industry have to adhere to. You will need to create a script from which you will work from and help structure your Podcast more effectively. Using your Script as the basis discuss the contractual, legal and ethical obligations that the games industry have to adhere in order to demonstrate a clear understanding of your knowledge and research. The podcast should run for up to 10 minutes maximum The first part should concentrate on the types of contracts that companies put in place and use to ensure their content is protected, be it licences of franchises or copyrighting of their company logos or original IP as well as employment contracts. The next part of the podcast should concentrate on the legal side, this can be linked to the first part, as much of the contracts are based upon the legal issues. Areas that should be considered would be copyright, trademarks, IP rights, Health and safety and age restrictions. Next you should point out and explain what the professional bodies are associated with the games industry and what they provided for the industry. The last section should point out what ethical obligations the games industry need to consider, such as social concerns caused by games, be them emerging or longstanding, existing policies and procedures in terms of employment such as fair consideration of all individuals.  |
| Covers Learning Outcome: | 3. Understanding contractual, legal and ethical obligations in the games industry |
| Submission Deadline: | 5th May 2016 |

|  |
| --- |
| Evidence to be submitted: |
| A word document or similar format containing the script. A completed contractual, legal and ethical obligations Podcast as either an MP3 file or an equivalently appropriate formatPlease ensure it is the actual document and not a link that you provide, however if the MP3 file is too big to send via email please submit to the lecturer via a link and ready a copy to be given in person for the next lesson. Please remember that I do not wish the work to be physical and therefore should be in a digital format.  |
| Sources of Information  |
| Boodle and Shared drive TextbooksBaylis P, Freedman A, Procter N et al – BTEC Level 3 National Creative Media Production, Student Book(Pearson, 2010) ISBN 978-1846906725Baylis P, Freedman A, Procter N et al – BTEC Level 3 National Creative Media Production, Teaching ResourcePack (Pearson, 2010) ISBN 978-1846907371Boyd GG and Green B – Business and Legal Primer for Game Development (Charles River Media, 2006)ISBN 978-1584504924Irish D – The Game Producer’s Handbook (Thompson Course Technology Premier Press, 2005)ISBN 978-1592006175Laramee F D (editor) – Secrets of the Game Business (Charles River Media, 2005) ISBN 978-1584503996Paavilainen J – Mobile Business, Creating Business with NGage Nokia (New Riders Publishing, 2003)ISBN 978-0735713758Portny SE – Project Management for Dummies, 2nd Edition (John Wiley & Sons, 2006) ISBN 978-0470049235Websiteswww.allpm.com/ – a project management site with useful resourceswww.berr.gov.uk/ – the Department for Business Enterprise and Regulatory Reform (UK Governments) hasarticles on the game development industrywww.comp.glam.ac.uk/pages/staff/dwfarthi/projman.htm – the University of Glamorgan – useful projectmanagement linkswww.gamasutra.com – a comprehensive website on the games development industry run by GameDeveloper Magazine and Gamasutra, covering industry news, jobs, and educationwww.hmrc.gov.uk/index.htm – the Inland Revenue, for information about tax matters relating to bothindividuals and companieswww.hsegov.uk – the Health and Safety Executivewww.skillset.org/games/careers/article\_2768\_1.asp – the Skillset website has job profiles information about the computer games industry |

|  |
| --- |
| To successfully achieve the project you must: |
| The assignment must be submitted by 23.59 p.m. on the date specified or on the agreed upon extension deadline. Extensions will only be permitted if you have a legitimate reason and have spoken to both your tutor and the Lead Internal Verifier who have both agreed to the extension. |
| Being ill will not be considered a legitimate excuse for not submitting the work on the due date, unless previously discussed with the unit lecturer and/or your tutor well before the due date. |
| Work presented in an assessment must be the student’s own. Plagiarism is where a student copies work from another source, published or unpublished (including the work of a fellow student or of a tutor) and fails to acknowledge the influence of another’s work or to attribute quotes to the author. Plagiarism is an academic offence. |
| Complete and sign the declaration form at the back of this assignment brief – your work will not be marked if you do not do this**.** The signature can be done digitally; this will be taken as you officially signing the declarations. Although we will need your handwritten signature if your work is Internally Verified or Externally Verified.  |

|  |  |
| --- | --- |
| Date of Submission: |  |
| Extension submission date:  |  |
| Reason for extension: |  |
| Lead Internal Verifier Resubmission authorisation:  |  |
| Resubmission date: |  |

|  |
| --- |
| General Feedback Comments |
| If you have any questions in regard to the feedback/grade provided here see me or email me and I will clarify any issues. |
| Grade Achieved: |  |
| Resubmission Grade Achieved: |  |

|  |  |
| --- | --- |
| Criteria | Criteria Feedback |
| Unit 13 Understanding the Computer Games Industry Learning Outcome 3 |
| P3 | Describe contractual, legal and ethical obligations in the games industry with some appropriate use of subject terminology |  |
| M3 | Explain contractual, legal and ethical obligations in the games industry with reference to detailed illustrative examples andgenerally correct use of subject terminology |  |
| D3 | Comprehensively explain contractual, legal and ethical obligations in the games industry with reference to elucidated examples and consistently using subject terminology correctly |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Assessor Signature: |  | Date: |  |
| Learner signature: |  | Date: |  |

|  |
| --- |
| Learner Assessment Submission and Declaration |
| Learner name: |  | Assessor name: |  |
| Issue date: |  | Submission date: |  | Submitted on: |  |
| Programme: |  |
| Unit: |  |

|  |
| --- |
| Individual work identification for group assignments |
| Student Name  | Learning Outcome  | Evidence submitted | Page numbers orDescription |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
| Additional comments to the Assessor: |
|  |

|  |
| --- |
| Learner declaration |
| I certify that the evidence submitted for this assignment is my own. I have clearly referenced any sources used in the work. I understand that false declaration is a form of malpractice. |
| Learner signature: |  | Date: |  |

