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| Games Industry Structure and Job Roles |
| Date of Issue: | 17th November 2015 |
| Submission Deadline: | 8th December 2015 |
| Assignment Duration (approximately) | 3 weeks |

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| 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: |  |

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| Project Overview / Scenario |
| Edge Online whom you are currently working for is looking to start a job search engine on their site for their readers. They require an opening page which will provide readers with an overview which explains the organisational structure and job roles within the games industry.  |

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| Task |
| You will need to explain the organisational structures of the companies within the games industry. Start by explaining what the key companies involved in the sector are, explain what their role is and highlight examples of these forms of companies. You should also explain how the companies generate their income and what their relationship is to one another and how this works. The next section should move on to what departments are within these companies. Within this section you should be highlighting the job roles in these departments and providing a detailed explanation of the role, as well as the working conditions, working hours, average salary and codes of practise.  |
| Covers Learning Outcome: | 1. Understand organisational structures and job roles within the games industry |
| Submission Deadline: | 8th December 2015 |

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| Evidence to be submitted: |
| A word document or similar format containing the reportPlease ensure it is the actual document and not a link that you provide. Please remember that I do not wish the work to be physical and therefore should be in a digital format.  |

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| 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 aboutthe computer games industry |

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| 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.  |

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

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| 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: |  |

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| Criteria | Criteria Feedback |
| Unit 13 Understanding the Computer Games Industry Learning Outcome 1 |
| P1 | Describe organisational structures and job roles in the games industry, with some appropriate use of subject terminology |  |
| M1 | Explain organisational structures and job roles in the games industry with reference to detailed illustrative examples and generally correct use of subject terminology |  |
| D1 | Comprehensively explain organisational structures and job roles in the games industry with reference to elucidated examples and consistently using subject terminology correctly |  |

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

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

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

Paste your work here