

## National Occupational Standards: Interactive Media

### IM20 Design Electronic Games

Example job titles: Game Designer

Overview	Knowledge and Understanding	Awareness	Performance Statements
<p>This unit is about your ability to design games, typically in response to a provided high-level concept.</p> <p>You will need to draw on your creativity and innovative ideas in order to 'flesh out the detail' so that the game can be realised by others, such as artists, modellers, programmers, and so on. You will be expected to convey ideas clearly and concisely.</p> <p>While not essential, art skills, such as drawing and 3D modelling, and programming and scripting skills, are often considered desirable in candidates for game design roles.</p>	<p><b><i>This is what you must know</i></b></p> <ul style="list-style-type: none"> <li>a. How to obtain and analyse <b>product information</b> to determine relevant <b>design parameters</b>;</li> <li>b. The impact on the product's design of technical parameters such as the target device's processing power, memory, bandwidth, screen size, resolution, colour depth, input device etc.;</li> <li>c. Theories of game design and game mechanics;</li> <li>d. How to establish game-play and environment parameters;</li> <li>e. The various different styles and genres of game;</li> <li>f. The concepts of game progression, difficulty ramping and reward systems;</li> <li>g. The history and heritage of video game development;</li> <li>h. What makes an electronic game engaging and compelling;</li> <li>i. Interface design concepts relating to graphical user interfaces and input controllers;</li> <li>j. Techniques for teaching the user how to play the game;</li> <li>k. How to document specifications and designs in appropriate formats, such as text, drawings, storyboards, maps or diagrams etc.;</li> <li>l. The relevant principles and methodology of software engineering.</li> </ul>	<p><b><i>This is what you must be aware of</i></b></p> <ul style="list-style-type: none"> <li>i. Different genres of game and the types of audience they appeal to;</li> <li>ii. Project parameters and constraints including target platforms and their capabilities;</li> <li>iii. Intellectual property issues, particularly relating to any constraints or processes that are dictated in license terms and which need to be complied with;</li> <li>iv. The target audience and their expectations and preferences;</li> <li>v. Appropriate content for different age groups;</li> <li>vi. Cultural issues, local sensibilities and the way relevant legislation can differ between countries;</li> <li>vii. Established conventions, such as controller setup, relating to the platform for which you are designing;</li> <li>viii. The different types of appropriate documentation that you may need to use;</li> <li>ix. Emerging gaming technologies and platforms.</li> </ul>	<p><b><i>This is what you must be able to do</i></b></p> <ol style="list-style-type: none"> <li>1. Analyse, deconstruct and learn from existing game designs;</li> <li>2. Devise and document game rules;</li> <li>3. Specify the characteristics of the game world in sufficient detail for realisation by others;</li> <li>4. Specify the attributes and behaviours of objects and characters in the game world in sufficient detail for realisation by others;</li> <li>5. Liaise with other colleagues involved in the creative or quality assurance process to ensure the game design can be realised effectively;</li> <li>6. Prototype design ideas and develop proofs of concept;</li> <li>7. Effectively present games to appropriate stakeholders.</li> </ol>