BTEC Games Design – Summer Independent Learning Activity

Welcome to BTEC Games Design! As Media is a discipline that requires you to be both analytical and creative, we want you to complete the following tasks ready for your first day at New College.

Context / Scenario

You are working as part of the creative team called 'Sixteen studios' as a short-term internship in the game design studio.

The company 'Sixteen studios' want to ensure your internship becomes permanent, to do that, they have asked you to write a report examining the purposes and techniques of 3D animation used in the media industry. This is across all industries as they try to explore alternative uses for their facilities and create more revenue, yet your main focus will be games. They also want you to explore a job role to map out your future, this can help them know where to deploy you and where your skillset and knowledge lay.

PART 1

TASK 1: Identify Genre – 300- 600 words

Here you will write about 2 different genres within Games, you can use the list below, select 2 from the list and fully explore what helps you to identify a game that befits that genre. Within this written report you should be looking to write roughly 300 words on each genre with a total of 600 words +.   This is not a case of writing more makes it better but more so identifying the keep elements of the genre, provide examples of games that fit these genres and why you think this is the case.

Things to think about: you may need to think about the key elements that define the genre – these are the 'Codes and Conventions' that help an audience identify it.

• **Role-playing game (RPG):**

• **Strategy:**

• **Sports:**

• **Adventure:**

• **Action:**

• **Simulation:**

• **Puzzle:**

PART 2

Research Task:

As part of this task, you'll research job roles within the gaming industry looking at potential employers and roles within the industry. This will help you decide what specific part of the Game Industry you would like to work in, compile a list of the areas you would like to work in and give reasons for your choices.

Links for researching jobs:

https://www.youtube.com/watch?v=GAJhCw2QNlI
https://www.youtube.com/watch?v=1zI2ZH6Kfbg
https://www.youtube.com/watch?v=IGar7KC6Wiw
https://www.youtube.com/watch?v=c0o6BPYKBiA

Find the job you want within the Games industry. Use the following websites to look for jobs within this area and the skills required. – Once a job has been discovered, annotate the article mapping how you'll get there through educations, training and gaining experience.

http://jobs.gamesindustry.biz/any/uk-and-europe
https://www.gamesjobsdirect.com
https://www.indeed.co.uk/Game-Writer-jobs
https://www.reed.co.uk/career-advice/how-to-get-a-job-in-the-games-industry/
creativeskillset.org

An example made available below.
Concept Artist - AAA Studio - £35,000 North West, UK
£35000 - £40000 per annum Creative Personnel
Posted 18 days ago

Responsibilities:
This position will require artists to learn and master the visual style and illustrate new assets following the guidelines and requirements of the game.
Requirements:
Have a good understanding of form and function with an eye for Industrial design
Collaborate heavily with the design and production teams while maintaining the Art Directors vision
Must be able to work to an idea/design/concept that is not my own. This will require a professional attitude. Join BIMA.. this is because….

Create stunning environmental art that captures the overall filmic quality of the games universe
Have a strong foundation in lighting and atmospherics
This is a very specific skill and would mean that I would have to gain knowledge and experience in this particular type of art.

Would need to learn and develop the specific software knowledge for this.
Ability to create concept art in 3D and 2D
I have been able to gain some experience in both but would need to develop this much further – this can be part of my BTEC games Design course and extra curriculum experience in working with people within the industry. I have also been undertaking Computer Science and Drama, I feel these can help because…. .

Qualifications:
Strong understanding of all aspects of concept art regarding illustration and design
I have some knowledge but will need to develop this. This will be best achieved through first completing a University course/apprenticeship. I have looked at completing a Games Design course at SAE London UK, this course allows me to explore specific pathways that will link well to this position.

YOUR TURN!