Specification of Competency Standards
for the Information & Communications Technology Industry
Unit of Competency

Functional Area - Operations Management

Title	Perform level design
Code	107922L4
Description	This unit of competency applies to all Digital Media Technology (DMT) practitioners who are involved with games development. Game level is one the key elements in the design and development of almost all kind of games. This UoC is concerned with levels in the design aspects of games, which will have strong influences to the subsequent marketing, programming, and maintenance processes of the particular game developed.
Level	4
Credit	3

Competency	Performance Requirements
	1. Knowledge for game level design
	
	• Realise the philosophy and guidelines of the organisation towards game development
	• Possess good understanding about the requirements of game specifications adopted by the development team
	• Possess good understanding about the essential elements in game level development
	• Possess good knowledge about the key processes, and the position of game level in the entire game development cycle
	• Possess the ability to accurately speculate and figure out the preferences and expectations of game players
	
	2. Perform level design for games
	
	• Prepare for the design work based on the following facts about game level:
	    o It is the data entry and layout portion in the game development cycle
	    o Level serves as a mission, stage, map or other venue of player interaction
	    o It is an essential element in judging whether the game is welcomed or felt exciting by the players
	• Conduct the design work based on the following essential requirements above game level:
	    o Challenge, for testing the players' skills at the core game-play
	    o Entertainment, for maintaining the players' interest
	    o Uniqueness, for introducing variations in the plot, challenge, setting, and characters
	    o Escapism, to immerse the player and suspend their disbelief
	• Complete the designing for the following elements in each level:
	    o Level opening, which specify the initial situations
	    o Level content, such as on how normal player wins and expert gets bonus, and how conflict is to be resolved when they arise
	    o Level ending , to show the result of player in that level, and how they can do better next time
	• Include the following features in the level design as appropriate:
	    o Control the overall level pacing
	    o Control the overall level of excitement
	    o Cope with the learning curve and skill of the players
	    o Level of difficulty should be synchronous with tension of the entire story
	• Consolidate the overall design elements in the form of a design specifications, or alike
	• Present the design document to the game development team for comments and approval for development

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	3. Exhibit professionalism • Always committed to full devotion in all activities related to game level design • Always perform the game level design in an objective, open-minded and fair manner, without illegal copying or adoption of ideas
Assessment Criteria	The integrated outcome requirements of this UoC are the abilities to: • Complete the game level design and produce satisfactory results for both the organisation and those game players; and • Perform the game level design according to all specified requirements and restrictions (if any)
Remark	