Course Outline
Gamification

Curriculum Goals:
To enable students to develop electronic game design and development skills through a mixture of art, design and computer technology to prepare them for further study and/or employment in the field of CGI and gamification. This course is practical and experiential. Students will develop and practice their skills in NMIT's Arts and Digital Technology department. **Vocational Pathway:** Creative Industries

Learner Goals and Outcomes: On completion of this course, the student will be able to:

1. Demonstrate an understanding of methods and ideas from established practice appropriate to design.
2. Use drawing to demonstrate an understanding of conventions appropriate to design.
3. Develop ideas in a related series of drawings appropriate to established design practice.
4. Use drawing to demonstrate understanding of conventions appropriate to sculpture.

Achievement Standards

Unit No	Title	Level	Credits	Version	SR/R
91305	Demonstrate an understanding of methods and ideas from established practice appropriate to design	2	4	2	SR
91445	Use drawing to demonstrate an understanding of conventions appropriate to design.	3	4	2	
91315	Develop ideas in a related series of drawings appropriate to established design practice.	2	4	2	SR
91449	Use drawing to demonstrate understanding of conventions appropriate to sculpture.	3	4	2	
	Total DAS Credits		16		

Vocational Pathways: SR = Sector Related; R = recommended
To receive a Vocational Pathways Award, students must gain NCEA Level 2. Within the 80 credits required to achieve NCEA Level 2, 60 of these Level 2 credits must be from the recommended standards in one or more pathways, including 20 Level 2 credits from Sector Related standards.

Methods of Assessment.
The following method of assessment will be used: 1.   portfolio preparation