

LEVEL 3 COMPUTING AT SIXTH FORM



Why Study Level 3 Computing?

Technology is ever-changing, so we need to be willing and able to change and adapt with the times. This qualification takes a hands-on, practical approach to Computer Programming and Gaming. You will learn by completing projects and assignments that are based on realistic workplace situations, activities and demands.

You will develop a range of specialist ICT skills in the field of Computer Gaming and programming. This A-Level seeks to provide innovation and promotes student creativity through paperless schemes of assessment.

You will design and develop your very own Computer Game using specialist software, while also developing your programming knowledge in Visual Basic to create an interactive product.

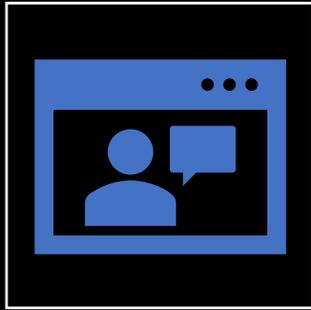
This course is perfect for any pupil interested in pursuing a career in this field!



Year 12 Units

Unit 1

Communication in IT



In this unit, you will create a range of documents using ICT software and self-evaluate your learning styles. You will then study the impact of ICT in society and how digital technology has developed over time, focusing specifically on the gaming and software engineering industry .

Unit 2

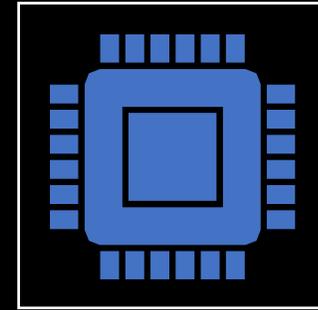
Computer Systems



The computer gaming industry requires specialist software, networked PC's and a talented team of programmers. You will recommend a computer system to a local game design company, under a strict budget. You will then build your very own dream gaming machine!

Unit 3

Computer Game Design

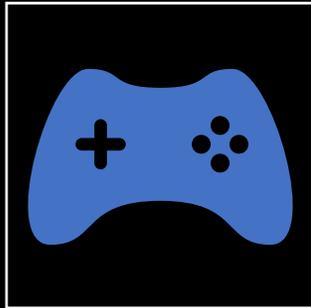


In small groups, you will design your very own Computer Game! You will capture your imaginative skills using storyboards, character artwork, analysing market feedback and more. You will then present your idea to a group of experts and evaluate your performance.

Year 13 Units

Unit 4

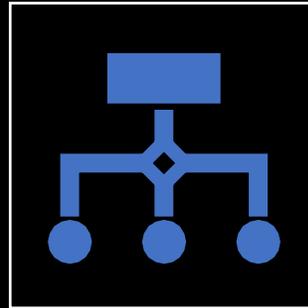
Developing Computer Games



You have designed your game, now create it! In this unit, you will study the psychological impacts of gaming on society and individuals, compare games and consoles currently on the market before developing your very own computer game using industry recognised software.

Unit 5

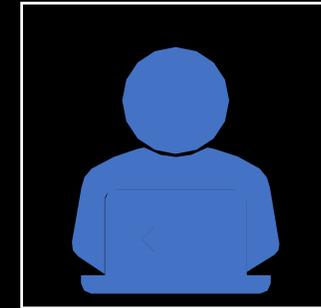
Human Computer Interaction



Human Computer Interaction deals with the way people use technology. This unit explores the impact and development of Graphical User Interfaces on society, economy and culture. You will design a HCI for a given scenario and measure it's impact.

Unit 6

Event Driven Programming



You've designed it, now create it (again!) You will develop your programming skills in Visual Basic to create a unique system from the design brief created in the previous unit. You will learn the importance of testing and analysing your system as you develop it, before evaluating it's success.

Entry Requirements & Further Information

- A strong interest in Computer Gaming and/or Programming.
- You do not have to have studied ICT or Computer Science at GCSE – this course is accessible for everyone!
- There are no exam elements to this course - all units are assessed through 100% coursework.
- You can study both ICT and Computing – these are offered as separate qualifications.

For more information, contact Mr M Hills – Leader of Learning for Computing & Information Technology.

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