

Instruction Sheet for the Candidate

Qualification	Game Developer (Mobile App, Web & Game Development)
Competency Standard	Explore/use X -Reality
Purpose of Assessment	Formative Assessment
Candidate Details	Name_____
	Registration/Roll Number_____
Guidance for Candidate	<p>To meet this standard, you are required to complete the following within 03 Hrs. time frame (for practical demonstration & assessment):</p> <ul style="list-style-type: none"> • Use XR tools • Set-up tracking in the XR plug-in framework
Time: 03 Hrs.	During a practical assessment, under observation by an assessor, you are required to
Minimum Evidence Required	<p>Use XR tools</p> <ol style="list-style-type: none"> 1. Search different types of X-Reality (XR) 2. Install XR plugin Management System 3. Configure XR plugin Management System <p>Set-up tracking in the XR plug-in framework</p> <ol style="list-style-type: none"> 1. Start with a New Scene 2. Identify Your Scene types 3. Migrate a Simple Scene 4. Configure your project for XR

Self-Assessment Checklist

Candidate Name	
Registration No.	
Qualification	Game Developer (Mobile App, Web & Game Development)
Competency Standard	Explore/use X -Reality
Purpose of Assessment	Formative Assessment
Assessment Task	<ul style="list-style-type: none"> • Use XR tools • Set-up tracking in the XR plug-in framework

I can.....

Performance Criteria	Yes	No
1. Search different types of X-Reality (XR)	<input type="checkbox"/>	<input type="checkbox"/>
2. Install XR plugin Management System	<input type="checkbox"/>	<input type="checkbox"/>
3. Configure XR plugin Management System	<input type="checkbox"/>	<input type="checkbox"/>
4. Start with a New Scene	<input type="checkbox"/>	<input type="checkbox"/>
5. Identify Your Scene types	<input type="checkbox"/>	<input type="checkbox"/>
6. Migrate a Simple Scene	<input type="checkbox"/>	<input type="checkbox"/>
7. Configure your project for XR	<input type="checkbox"/>	<input type="checkbox"/>

Candidate's Signature _____ Assessor's Signature _____

Date: _____

Observation Checklist

Assessment Task	<ul style="list-style-type: none"> Use XR tools Set-up tracking in the XR plug-in framework 			
During the practical assessment, candidate demonstrated the following:		Yes	No	Remarks
1.	Search different types of X-Reality (XR)			
2.	Install XR plugin Management System			
3.	Configure XR plugin Management System			
4.	Start with a New Scene			
5.	Identify Your Scene types			
6.	Migrate a Simple Scene			
7.	Configure your project for XR			
Competent <input type="checkbox"/>		Not Yet Competent <input type="checkbox"/>		

Knowledge Assessment

Qualification	Game Developer (Mobile App, Web & Game Development)
Competency Standard	Explore/use X -Reality
Purpose of Assessment	Formative Assessment
Candidate Details	Name: _____ Registration/Roll Number: _____ Candidate Signature: _____
Assessment Outcome	COMPETENT <input type="checkbox"/> NOT YET COMPETENT <input type="checkbox"/> Name of the Assessor: _____ Assessor's code: _____ Signature of the Assessor: _____

Candidate's response is not required to be identical, but similar concepts and/or keywords must be used. Oral questioning may be used to clarify candidate understanding of topic and its application.

Questions (Candidate confidently answered questions correctly and demonstrated understanding of the topics and their application)		Satisfactory	Not Satisfactory
1.	What is virtual reality? 		
2.	Give any two examples of virtual reality applications. 		
3.	What are the minimum system requirements to implement Virtual Reality? 		

Feedback to the Candidate

Candidate's Signature _____ Assessor's Signature _____