Instruction Sheet for the Candidate

Qualification	Game Developer **(Mobile App, Web & Game Development)**
Competency Standard	Insert Audio / video features of the game
Purpose of Assessment	Formative Assessment
Candidate Details	Name_____ Registration/Roll Number_____
Guidance for Candidate	**To meet this standard, you are required to complete the following within 03 Hrs. time frame (for practical demonstration & assessment):** • Add Audio features • Integrate video into your game
Time: 03 Hrs.	During a practical assessment, under observation by an assessor, you are required to
Minimum Evidence Required	**Add Audio features** 1. Attach Audio source to objects 2. Add different Audio Filters 3. Search different Audio Plugins 4. Install Audio plugin 5. Use Audio Plugin **Integrate video into your game** 1. Install Video Player Component 2. Configure Video Player Component 3. Migrate from Movie Texture to video player

Self-Assessment Checklist

Candidate Name	
Registration No.	
Qualification	Game Developer **(Mobile App, Web & Game Development)**
Competency Standard	Insert Audio / video features of the game
Purpose of Assessment	Formative Assessment
Assessment Task	• Add Audio features • Integrate video into your game

I can………………

Performance Criteria	Yes	No
1. Attach Audio source to objects		
2. Add different Audio Filters		
3. Search different Audio Plugins		
4. Install Audio plugin		
5. Use Audio Plugin		
6. Install Video Player Component		
7. Configure Video Player Component		
8. Migrate from Movie Texture to video player		

Candidate's Signature_____ Assessor's Signature_____

Date: _____

Assessors Judgment Guide

Qualification	Game Developer **(Mobile App, Web & Game Development)**
Competency Standard	Insert Audio / video features of the game
Purpose of Assessment	Formative Assessment
Candidate Details	Name: _____ Registration/Roll Number: _____ Signature: _____
Assessment Outcome	COMPETENT ☐　　　　　NOT YET COMPETENT ☐ **Name of the Assessor**_____ **Assessor's code:** _____ **Signature:** _____

Assessment Summary (to be filled by the assessor)							
Activity	**Method**					**Result**	
Nature of Activity	Written	Oral	Observation	Portfolio	Role Play	Competent	Not Yet Competent
Practical Skill Demonstration			✓				
Knowledge Assessment		✓					
Other Requirement							

Observation Checklist

Assessment Task	• Add Audio features • Integrate video into your game			
During the practical assessment, candidate demonstrated the following:		**Yes**	**No**	**Remarks**
1.	Attach Audio source to objects			
2.	Add different Audio Filters			
3.	Search different Audio Plugins			
4.	Install Audio plugin			
5.	Use Audio Plugin			
6.	Install Video Player Component			
7.	Configure Video Player Component			
8.	Migrate from Movie Texture to video player			

Competent ☐	**Not Yet Competent** ☐

Knowledge Assessment

Qualification	Game Developer **(Mobile App, Web & Game Development)**
Competency Standard	Insert Audio / video features of the game
Purpose of Assessment	Formative Assessment
Candidate Details	Name: _____ Registration/Roll Number: _____ Candidate Signature: _____
Assessment Outcome	**COMPETENT** ☐ **NOT YET COMPETENT** ☐ 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. How to change audio profile in game sceneplay?		
2. What are the types of audio editing techniques?		
3. What are the important aspects of video games?		

Feedback to the Candidate

Candidate's Signature_____ **Assessor's Signature** _____