



Extended Diploma in Games Design – Summer Independent Learning Y12-13 2021

Your Summer Independent Learning (SIL) consists of the following tasks

This is an extension of the some of the career planning you have done for progression work. All of this work contributes to your assessment portfolio for B1 Personal Progression and will form part of your overall grade for the qualification. Regardless of your ultimate career intentions, whether these lie in the games industry or not, you must complete all of these tasks to achieve the qualification. You need to reflect on your own career and progression intentions, assess where you are currently and plan how to achieve your goals. The supporting Power Point slides that you have gone through in class and that are now available on Teams should help you to structure and present this effectively.

Link to PPT- [SIL PPT TASKS](#)

The areas you need to cover are:

- CV
- Researching Job Descriptions
- Researching Job Vacancies
- Personal Skills Audit
- Organisation and Development

The submission of your SIL will be in the form of a PowerPoint, All tasks should be included inside this PowerPoint on separate slides and clearly titled. any links to external files and research should also be included within.

Additional Learning to Consider:

Your Resubmission for Unit 40 Aim C will be due on the 24/09/21 this relies heavily on you documenting your work in Maya and Unreal. I Strongly recommend you focus on this throughout summer as much as possible and attempt to learn some more basics of Maya with your student code and Unreal, which is free to everyone!