

# SIL (Summer Independent Learning) year 12-13 2022

For your Summer Learning you will be given a past brief from a previous Unit 3 Exam. This is to allow you to practice what is expected of you at the end of year 13 in the same format. For the SIL you will only be expected to complete the Asset creation and Gathering process not the making of a full game level.

You must read the information provided and then choose ONE of the following protagonists

## Telling Stories

Harmonious is a media organization that specializes in participatory media projects. Harmonious is asking media students to contribute to the development and promotion of a new **drama** project called **Telling Stories**. Telling Stories is a series of scripted dramas aimed at young people **aged 16 to 24 years**.

You have been asked to select one of the following protagonists as the basis for your contribution to the Telling Stories project:

- a rising sports star

OR

- a gifted young visual or performing artist.

## Task 1: Respond to the brief

- Choose between the two protagonists given and **justify** your reasons why.
- Cover aspects of the game such as the **environment, assets, hazards, gameplay** etc.
- Justify your idea for the game level, the **genre** and assets you intend to source/create.
- You should constantly refer to the brief's key points (target audience, genre, theme etc.) when justifying your decisions.

## Task 2: Create an asset list

Using websites such as:

<https://poly.pizza/>

[www.itch.io](http://www.itch.io)

[www.quixel.com](http://www.quixel.com)

and unreal marketplace you have used previously, create an asset list in the same word document it must include your assets needed, its URL and a thumbnail of what it looks like. A brief explanation of what the asset will be used for is also encouraged.

## Task 3: Download Assets and upload to one drive

Download/Create and store your Assets ready for year 13 on one drive or personal hard drives

The exam would usually require the student to make the main character or a main asset for their game, however as this is SIL this is not necessary. Students with access to Unreal/Maya or other tools at home can create their own if they wish to better prepare for year 13.