

Overview

This standard is about using scripting language to develop functionality of content for games or interactive media projects. This involves writing, testing, debugging and documenting code for games or interactive media projects.

This standard can apply to games or interactive media. Interactive media can involve any type of interactive media content, products or services including, but not restricted to, websites, applications, or online marketing campaigns.

Games and interactive media projects can be for multi-platform or multi-channel use and can also involve the use of immersive technology which can include, but is not restricted to, Augmented Reality (AR), Virtual Reality (VR) and Mixed Reality (MR).

This standard is for anyone who uses mark-up to develop functionality of content for games or interactive media projects.

Performance criteria

You must be able to:

1. obtain current project specifications, briefs, parameters and constraints
2. seek clarification of requirements and raise issues with appropriate people when required
3. use appropriate authoring tools to meet project requirements
4. use specified authoring tools in line with requirements
5. write efficient, reusable, code that is easy to debug and maintain
6. code scripts to provide specified functionality
7. produce modular code to meet requirements
8. document code so that it can be understood by others
9. test code to ensure it operates correctly within specified parameters
10. fix any bugs or problems identified from testing
11. liaise with colleagues to ensure designs and specifications are correctly implemented
12. respond in a positive way to requests for changes
13. deploy finished products in appropriate formats to appropriate staging or servers in line with specifications and briefs

Knowledge and understanding

You need to know and understand:

1. how to obtain information on, and interpret, project specifications, briefs, parameters and constraints including formats, target platforms and their capabilities and any issues relating to content and asset delivery and the implications of embedded media
2. your position in the overall production process and who to seek clarification from, raise issues with and check appropriateness of finished work with
3. relevant programming principles and best practice including object-oriented programming, procedural programming
4. industry-standard scripting languages and the functions and syntax of the language you are using and sources of information for help, tips and tricks for making most effective use of the scripting language you are coding with
5. likely future development of current scripting languages, and opportunities and capabilities that may emerge as they evolve
6. available frameworks for the language you are using
7. why it is important to clearly document and comment on code so that others can understand it
8. how to test and debug code efficiently, effectively and thoroughly.
9. the implications of later requests for changes to functionality or other aspects of projects
10. how to read and understand other developers' code and comments in order to modify, debug or augment their work
11. the implications for design and development of using live data, database-driven content, development, staging, live web servers and real-time animation
12. the impact of diversity, inclusivity, ethics, useability, accessibility, emotional intelligence and behavioural psychology on projects
13. relevant standards and interoperability conventions
14. relevant issues relating to usability, diversity, inclusivity, ethics, useability, accessibility, emotional intelligence and behavioural psychology on product design and projects
15. the expectations of others who may be involved in debugging, using or modifying your code
16. standards being implemented by industry and other technical trends

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