

**SKILLS FRAMEWORK FOR MEDIA  
TECHNICAL SKILLS AND COMPETENCIES (TSC) REFERENCE DOCUMENT**

<b>TSC Category</b>	Game Design					
<b>TSC Title</b>	Level Design					
<b>TSC Description</b>	Design worlds, levels, missions and quests within the game universe to deliver an engaging user experience					
<b>TSC Proficiency Description</b>	<b>Level 1</b>	<b>Level 2</b>	<b>Level 3</b>	<b>Level 4</b>	<b>Level 5</b>	<b>Level 6</b>
		<b>MED-GDP-2005-1.1</b>	<b>MED-GDP-3005-1.1</b>	<b>MED-GDP-4005-1.1</b>	<b>MED-GDP-5005-1.1</b>	
		Design level-specific game environment and gameplay elements to support the game narrative and enable audience interaction	Design maps, environments and gameplay sequences for specific missions, levels, quests or challenges within the game	Lead the design of progressive levels of gameplay in the form of missions, levels, quests and challenges as part of the overall game universe and narrative	Guide and refine level designs based on creative, technical or commercial considerations and anticipate scope for the design of new levels or missions as the expansion packs post-game release	
<b>Knowledge</b>		<ul style="list-style-type: none"> <li>Digital 2D art tools and 3D drawing tools</li> <li>Illustration and sketching techniques</li> <li>Principles, techniques and methods of drafting and technical drawings</li> <li>Game design documentation methods</li> </ul>	<ul style="list-style-type: none"> <li>Digital 2D art tools and 3D drawing tools</li> <li>Storytelling techniques and methods</li> <li>Maps and layout designs</li> <li>Techniques for level balancing and placement of game elements at strategic points within a level</li> <li>Fundamentals of architecture, landscaping and urban design, spatial and layout design</li> <li>Principles, techniques and methods of drafting and technical drawings</li> <li>Features and functionality of game engines and level editors</li> </ul>	<ul style="list-style-type: none"> <li>User feedback and research and analytics insights for level design</li> <li>Game balance theories, principles and techniques</li> <li>Game level progression design and balancing</li> <li>Game design techniques, elements and theories</li> <li>Fundamentals of architecture, landscaping and urban design, spatial and layout design</li> <li>Features and functionality of game engines and level editors</li> </ul>	<ul style="list-style-type: none"> <li>Creative vision of the game</li> <li>Monetisation models and approaches for the game</li> <li>Methods of collecting audience feedback for the game</li> <li>Emerging trends in the gaming industry and community</li> <li>Project parameters and constraints including target platforms and their capabilities</li> <li>Overall product purpose, mood and target audience segments</li> </ul>	
<b>Abilities</b>		<ul style="list-style-type: none"> <li>Research ideas for landscapes, urban design and architecture to bring realism to level maps and layouts</li> </ul>	<ul style="list-style-type: none"> <li>Interpret creative briefs, game and technical design documents to understand design</li> </ul>	<ul style="list-style-type: none"> <li>Analyse creative briefs, game and technical design documents to understand level design requirements</li> </ul>	<ul style="list-style-type: none"> <li>Define approaches and techniques to be adopted for level designs</li> </ul>	

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		<ul style="list-style-type: none"> <li>• Present research findings and new ideas during level design discussions with the team</li> <li>• Create rough sketch designs of level-specific game environment and gameplay elements</li> <li>• Create refined designs of environment and gameplay elements based on rough sketches created and agreed upon with the design and visual graphics teams</li> <li>• Create and maintain gameplay design documentation in alignment with established guidelines and conventions</li> </ul>	<p>requirements for assigned levels</p> <ul style="list-style-type: none"> <li>• Design the missions or level storylines and event sequences in alignment with the game script and/or narrative</li> <li>• Create visual representations of playable spaces based on rough sketches</li> <li>• Create refined architectural blueprints for level maps</li> <li>• Create 3D wireframes to define the structure of the level maps and for the detailing of the maps using art assets</li> <li>• Define the positioning of objects and assets on the level maps and architectural blueprints</li> <li>• Develop design documents that detail a complete list of required assets and explain environmental layout</li> <li>• Integrate overall level design and present to the creative leadership for review</li> </ul>	<ul style="list-style-type: none"> <li>• Ideate game level designs, mission ideas and other level-specific requirements through illustrating ideas through rough sketches</li> <li>• Determine the number of levels of progression and goals for each level</li> <li>• Supervise the ideation, definition and detailing of all possible gameplay events within a particular level</li> <li>• Determine the tactical decisions, resources required and difficulty levels required of each progressive level in the game</li> <li>• Address the logic, flow of events, challenges, obstacles and achievements to be designed for a level</li> <li>• Drive the creation of inventory lists for all assets required in the level to enable asset development</li> <li>• Review level design documents and provide creative inputs to align and balance various levels and the overall gameplay</li> </ul>	<ul style="list-style-type: none"> <li>• Guide level design with creative inputs based on the game's creative vision and commercial considerations</li> <li>• Scope for further levels and missions to be added through expansion packs</li> <li>• Develop the creative briefs for the creation of expansion packs and additional missions based on audience feedback for games</li> <li>• Provide feedback to the design teams to refine existing missions and levels based on audience feedback</li> </ul>	
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