CERTIFICATE SUPPLEMENT(*)

1. TITLE OF THE CERTIFICATE (NL)
Diploma Beroepsonderwijs **Kwalificatie: Gamedeveloper** **Kwalificatiedossier: Mediatechnologie** In the original language

2. TRANSLATED TITLE OF THE CERTIFICATE (EN)
Certificate Senior Secondary Vocational Education **Qualification: Computer games geveloper** **Qualification file: Media technology** This translation has no legal status

3. PROFILE OF SKILLS AND COMPETENCES

The most important duties of a Computer games developer are:

Core task 1: Develops media systems
1.1   Analyses the needs of the client for an interactive media system
1.2   Makes a plan of approach for an interactive media system
1.3   Makes a functional technical design for an interactive media system
1.4   Realises an interactive media system
1.5   Implements an interactive media system
1.6   Builds web applications run by databases
1.7   Monitors the progress and evaluates the project

Core task 2: Develops games system for 3D platform games
2.1   Looks for creative solutions for technical problems during the development of the game
2.2   Gives advice about game platform and hardware and software configurations for the technical realisation of the game
2.3   Integrates animations, graphic, audiovisual and functional components to the game from various different sources
2.4   Choose development tools and applies the development tools creatively for the development of the game
2.5   Programmes 3D games or parts of games

4. RANGE OF OCCUPATIONS ACCESSIBLE TO THE HOLDER OF THE CERTIFICATE

The Computer games developer can work for many types of companies within the media sector, such as advertising agencies, design & PR studios, multimedia companies, audiovisual companies, print media printers and publishers. Increasingly, he works for companies that develop games or game components.

5. OFFICIAL BASIS OF THE CERTIFICATE

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Name and status of the body awarding the certificate The certificate issued on completion of the programme is signed by the examination board at the school where the pupil attended the programme.	**Name and status of the national/regional authority providing accreditation/recognition of the certificate** Ministry of Education, Culture and Science
Level of the certificate (national or international) Qualification level 4 of the Dutch VET qualification structure Characteristics: non-job related skills such as tactical and strategic capacities. The professional bears his or her own responsibility, which is not only related to practical implementation in terms of monitoring and supervision, but also a more formal, organisational responsibility. The range of tasks also includes drafting new procedures. NLQF level 4 - EQF level 4 - ISCED 3A	**Grading scale / Pass requirements** 10 excellent 9 very good 8 good 7 very satisfactory 6 pass 5 fail 4 unsatisfactory 3 very unsatisfactory 2 poor 1 very poor
Access to next level of education/professions The Computer games developer can do a relevant higher vocational education programme. Programmes available in this area are Media technology, IT media design, and Game development.	**International agreements** The profession of Computer games developer is not regulated in the Netherlands. However the education and training for this profession on qualification level 4 is regulated under the European directive 2005/36/EC, amended by directive 2013/55/EU. The regulated education and training gives access to regulated professions at the level of a diploma according to article 11 of this directive.
Legal basis Act on Vocational Education and Training (WEB), registered number of qualification (crebo): 90614 The education and training for this qualification is offered as of August 1, 2009.	

6. OFFICIALLY RECOGNISED WAYS OF ACQUIRING THE CERTIFICATE
Senior secondary vocational education features two learning pathways: the school-based pathway (bol) and the training on the job pathway (bbl).   In the school-based pathway, the majority of the course consists of theory at school. The extent of the practical component (vocational practice) is between 20% and 60%. In the training on the job pathway, the extent of vocational practice is at least 60% of the course. The participant works four days a week in a training company, and attends school for theory subjects just one day a week.   In principle it is possible to follow both learning pathways, but which pathway is offered will depend on the individual educational institution.

Average duration of the education/ training leading to the certificate	4 year(s) (6400 study hours) (depending on previous education)

Entry requirements
The certificate preparatory vocational secondary education (vmbo) advanced vocational programme, combined programme, or theoretical programme, or a comparable level.

7. ADDITIONAL INFORMATION
Dutch senior secondary VET is based on qualification files, that each contain one or more qualifications. The information in section 3 and 4 is drawn directly from the qualification file, that is composed by the Centre of Expertise. The complete qualification file is available at www.kwalificatiesmbo.nl , only in Dutch.   Additional information, including a description of the Dutch national qualifications system, is available at the Netherlands National Reference Point (NRP) for VET: www.nlnrp.nl   SBB has been appointed by the Ministry of Education, Culture and Science as NRP.