

CREATIVE IMEDIA

CAMBRIDGE NATIONALS LEVEL 2 CERTIFICATE

Course Leader: Mrs Crawte

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Examination Board: OCR

Assessment: 75% coursework, 25% examination

WHAT DOES THE COURSE INVOLVE?

Digital Media plays an important part in many areas of our everyday lives and is also an important part of the UK economy. There is a demand from employers for an increasingly skilled and technically literate workforce as more and more media products are produced digitally. This qualification will provide students with specific and transferable skills and a solid foundation in understanding and applying this subject, whether it is in employment or higher education. The hands on approach structure of the qualification has strong relevance to the way young people use the technology required in creative media.

Unit RO81: Pre-production skills. (External Assessment) Planning is an essential part of working in the creative and digital media sector. Students are introduced to pre-production skills and techniques used in the sector. It will also develop your understanding of the client brief, time frames, deadlines and preparation techniques that form part of the planning and creation process.

Unit RO82: Creating digital graphics. Digital graphics feature in many areas of our lives, and play a very important part in today's world, in the way we communicate messages effectively. Students will investigate the basics of digital graphics editing and you will create your own product for the creative and digital media sector.

Unit RO89: Creating a digital video sequence. Gaming technologies, mobile phones, multimedia websites, film and television productions all use digital video sequences to enhance and inform their content. Students will explore these technologies and develop their own sequence to reach an identified target audience.

Unit R091: Designing a game concept. This unit will enable students to understand the capabilities and limitations of a range of gaming platforms. You will be able to identify core features of digital games and gain the knowledge to create a games design concept proposal that can be presented to a client for critical review.

SKILLS DEVELOPED

Students will be equipped with a range of skills and provided opportunities to develop, in context, transferable skills such as research, planning, and review, working with others and communicating creative concepts effectively.