

## CREATIVE iMEDIA

**Type of Qualification:** Cambridge Nationals Level 2 Certificate

**How it is assessed:** One written exam – 1 hour 15mins – 25% of the qualification  
Three units of controlled assessment – 75% of the qualification

### Course Overview:

It is an IT qualification with a Media focus. The course provides a hands-on approach to learning software skills in web development, gaming and animation. The qualification consists of four units which are each 25% of the qualification.

Creative iMedia is entirely different from Computer Science. Computer Science teaches students to understand the functions and inner workings of hardware components and software, while Creative iMedia teaches software skills for developing media products. It is recommended that students on the Computer Science course have a strong foundation in mathematics and a passion to learn programming, while students on this course should have a strong interest in creating graphics and documenting the process of creating graphical objects.

- **R081: Pre-production skills** – This unit will enable learners to understand pre-production skills used in the creative and digital media sector. It will develop their understanding of the client brief, time frames, deadlines and preparation techniques that form part of the planning and creation process. On completion of this unit, learners will understand the purpose and uses of a range of pre-production techniques.
- **R082: Creative digital graphics** – The aim of this unit is for learners to understand the basics of digital graphics editing for the creative and digital media sector. They will learn where and why digital graphics are used and what techniques are involved in their creation. On completion of this unit, learners will understand the purpose and properties of digital graphics, and know where and how they are used.
- **R085: Creating a multipage website** – This unit will enable learners to understand the basics of creating multipage websites. It will enable learners to demonstrate their creativity by combining components to create a functional, intuitive and aesthetically pleasing website. It will allow them to interpret a client brief and to use planning and preparation techniques when developing a multipage website.
- **R092: Developing digital games** – This unit will enable learners to understand the basics of creating digital games and their environments for the creative and digital media sector. It will enable learners to plan and create a playable game from an existing design or brief. On completion of this unit, learners will be aware of different types of digital games creation software, hardware and peripherals.

### Post 16 and Career opportunities:

This qualification equips learners to progress to a range of Level 3 or GCE qualifications in:

- ICT
- Computing
- Media Studies
- Design and Technology

