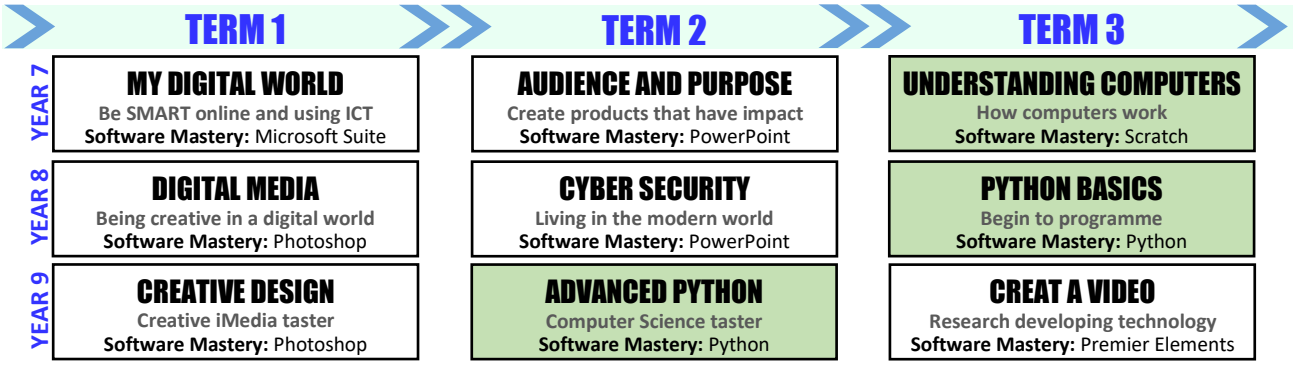
UNIT OVERVIEW & LEARNING JOURNEY

YEAR 10 – Creative iMedia: TERM 1 & 2

R097 – INTERACTIVE DEGITAL MEDIA

PRIOR LEARNING (from Key Stage 3):



Aim of this unit:

This is a mandatory coursework unit that students will study for two terms, using the scenario provided by OCR. The final coursework mark will be submitted to the exam board in May.

In this unit students will learn to design and create interactive digital media products for chosen platforms. They will learn to select, edit, and repurpose multimedia content of different kinds and create the structure and interactive elements necessary for an effective user experience. Completing this unit will provide them with the basic skills for further study or a range of creative and technical job roles within the media industry.

Assessment Procedures:

This is the first piece of coursework which students will need to complete independently. This unit is worth 35% of the overall course.

Grading for the course is:

- Pass - equivalent to grade 4 at GCSE
- Merit - equivalent to grade 5.5 at GCSE
- Distinction - equivalent to grade 7 at GCSE

For this coursework, students will learn to design and create interactive digital media products for a chosen platform. They will learn to select, edit, and repurpose images, video, and audio to create a product for a client. They will combine these different interactive elements to give the end user (target audience) an effective experience of the product they have created.

Homework:

Homework will be set at least once a week. Details of individual homework can be found on Synergy.

How can you help?

Encourage your child to attend sessions with their teacher after school to improve their coursework. They should also review their theory regularly at home, as well as complete homeworks thoroughly as they are all from past exam papers.

Creative iMedia	My Target Grade:	L2P | L2M | L2D| L2D*
Final Mark for R097	Mark:	Grade:

R097 – Interactive Digital Media

Local heroes interactive digital media product

Unit R097 – Topic Area 1: Plan interactive digital media	RAG rating
Theory: Format types of interactive digital media: Websites | Information points | Mobile apps | E-learning apps | Digital maps | Games **Skills:** When creating own product, demonstrate that different format is linked to audience and purpose and what devices are used to access these	DATE: RAG RATE KEY ☺ | 😐 | ☹
Theory: Content used in interactive digital media: Images | Video | Animation | Text | Tables | Lists | Forms | Navigational buttons | Maps | Quiz **Skills:** When creating own product, include these assets in the planning and creation	DATE: RAG RATE KEY ☺ | 😐 | ☹
Theory: Hardware used to access interactive digital media: Computers | Games console | Kiosks | Phones | Smart TV | Tablets | Forms | Navigational buttons | Maps | Quiz **Skills:** When creating own product, adapt content to suit different access methods	DATE: RAG RATE KEY ☺ | 😐 | ☹
Theory: Methods of user interaction within interactive digital media: Touch screen / stylus | Voice controls | Camera input | Keyboard / buttons | Mouse / joystick control **Skills:** When creating own product, select appropriate application for each method of user interaction	DATE: RAG RATE KEY ☺ | 😐 | ☹
Theory: Pre-production documentation and planning for content including how to test / check product **Skills:** Layout, content and functionality then testing of your interactive digital media product	DATE: RAG RATE KEY ☺ | 😐 | ☹
Theory: Properties of assets linked to purpose **Skills:** Complete assets table in detail	DATE: 28/11 RAG RATE KEY ☺ | 😐 | ☹
TOTAL ACHIEVED FOR TASK 1 ON COURSEWORK	**/20**

Unit R097 – Topic Area 2: Create interactive digital media (Highlight when evidenced)

Theory: Technical skills to create and/or edit and manage assets for use within interactive digital media products
Static Image assets: Saving and exporting assets as suitable file sizes / formats | Changing image / canvas size | Applying transformations to correct or distort objects - flip, skew, rotate | Using retouching techniques to remove unwanted elements - using cloning, healing, blur, colour swatches, colour picker, pencil, brush, background removal | Adjusting brightness and contrast, levels, colour balance, hue, saturation | Using filters and effects to enhance visual appeal - stylise, monochrome, colour toning, vignette, sharpen | Saving and exporting assets as suitable file sizes/ formats for use as components within interactive digital media
Audio assets (Sound effects | Narration | Music): Importing sound to create assets | Trimming / cutting / splitting unwanted parts of sound assets | Joining sounds together to extend sound assets | Adjusting volume of sound assets | Saving and exporting assets as suitable file sizes / formats for use as components within interactive digital media
Moving image assets (Video | Animation: Importing video footage to create assets | Placing and sequencing video assets along timelines | Trimming / cutting unwanted parts of video assets | Adjusting brightness and colour of video assets | Saving and exporting assets as suitable file sizes/ formats for use as components within interactive digital media
Interactive assets: Diagrams | Maps | Buttons / roll over buttons | Banners | Navigation bars |Forms

TOTAL ACHIEVED FOR TASK 2 ON COURSEWORK	**/34**
TOTAL ACHIEVED FOR TASK 3 ON COURSEWORK	**/16**
TOTAL FOR THIS UNIT	**/70**

FUTURE LEARNING:

	TERM 1	TERM 2	TERM 3	
Creative iMedia	**R097** R097: Interactive digital media Coursework unit using PowerPoint	**R097** R097: Interactive digital media Complete coursework	**R093 & R097** Revise and finalise Theory for R093 and submit R097	YEAR 10
Creative iMedia	**R094** R094: Visual identity & digital graphics Coursework unit using Photoshop	**R093 & R094** Revise and finalise Submit final version for R094	**R093** R093: Creative iMedia in industry Exam preparation for end of course	YEAR 11

Ad Astra

STARS ★ SINCERE ★ THOUGHTFUL ★ ASPIRATIONAL ★ RESILIENT ★ SOLIDARITY ★