Cambridge Nationals in Creative iMedia Learning Journey (2022 onwards)

OAK ACADEMIES TRUST

TA4- Moving Image Files:
- The properties of digital moving image files.
- Moving image files formats

TA4- Audio Files:
- The properties of digital audio
- Audio file formats

Exam

TA4- File compression:
- Lossy compression
- Lossless compression

TA3- Documents used to design and plan media products:
- Asset log
- Flow chart
- Script
- Storyboard
- Visualisation diagram
- Wireframe layout

TA3- Regulation, certification, and classification:
- Organisations responsible for regulation.
- Classification systems and certifications

TA4- Distribution platforms:
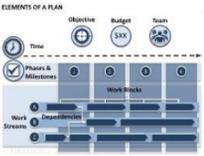-Online -Physical platforms - Physical media

PEGI

TA4- Image Files:
- The properties of digital static image
- Static image file formats

TA3- Documents used to support ideas generation:
- Mind map
- Mood board

TA3- Legal considerations to protect individuals:
- Privacy and permissions
- Defamation - Defamation

TA3- Health and safety:
- Health and safety risks and hazards
- Actions to mitigate health and safety risks
- Risks assessments
- Location recces

TA2- Media codes
- Media codes
- Ways that meaning, impact and/or engagement are created
- Camera techniques
- Typography

TA2- Audience demographics and segmentation
-Categories of audience segmentation

TA2- Style, Content and Layout:
-Purpose
- Style, content and layout

TA1- Job roles in the media industry:
- Creative
- Technical
- Senior roles

TA3- Work planning:
- Components of workplans

Typography

TA2- Research methods, sources and types of data:
- Primary research methods
- Secondary research sources
- Research data

TA2- Client requirements:
- Client requirements
- Client brief formats

TA1- Sectors of the media industry:
- Traditional media
- New media
- Products in the media industry

The Media Industry

TA2-Interactive assets:
- Types of interactive assets

TA2- Product folder management
-Structure of the product folder
-File naming conventions

TA3- Save and Export:
Save and export:
- Final interactive media product

Report Submission

YEAR 11

TA2-Audio assets:
- Types of audio
- Techniques to repurpose audio assets

TA2-Moving image assets:
- Types of moving images
- Techniques to repurpose moving images

TA 2- Techniques to create:
-Master page/template elements -Master page/template -Product content -Playback controls -Triggers and behaviours

TA 2- Techniques for sourcing suitable assets:
- Advanced searching -Search by feature/property -Search by licence libraries

TA1- Features of interactive digital media:
-GUI -Interface and interaction styles -Accessibility -Conventions of interactive digital media -Creativity in interactive digital media

TA1- Hardware devices used to access interactive digital media:
-Computers -Games consoles -Kiosks –Phones -Smart TV -Tablets

TA1- Content used in interactive digital media:
-Images
-Audio
-Video
-Animation
-Text
-Tables
-Lists
-Forms
-Navigational buttons
-Maps
-Quiz
-Layers

TA2-Static image assets:
- Types of images
- Techniques to repurpose image assets

TA1- Pre-production and planning documentation and techniques
-Pre-production documentation for interface planning
-properties of assets linked to purpose
-Technical compatibility of assets
-Pre-production documentation and planning for user interaction

TA1- Resources required to create interactive digital media:
-Hardware and software used to create interactive digital media

TA1-Methods of user interaction:
-Touch screen/stylus -Voice controls - Camera input
-Keyboard/buttons -Mouse/joystick control

TA1- The format types of interactive digital media:
- Websites
- Information points
- Mobile apps
- E-learning products
- Digital maps
- Games

Interactive digital media

TA2- Properties of digital graphics:
- Bitmap properties
- Vector Properties

TA2- Techniques to plan visual identity:
- Pre-production and planning documentation used to generate ideas and concepts for visual identity and digital graphics

TA3- Technical skills to source, create and prepare assets:
- Source assets for use in digital graphics
- Create assets for use in digital graphics

Report Submission

TA2- Layout convention:
-Additional information
-Headlines and copy
-Image content
-Titles and mastheads

TA2- Sourcing Assets:
Licences and permissions to use:
-Client images
-Internet
-Logos
-Photographs
-Stock library

TA3- Tools and techniques of imaging editing software:
- Software tools and techniques used to create digital graphics

TA3- Modify images and other assets:
- Resize and resample
- Modifying image properties

TA3- Save and Export visual identity
Save and export:
- Proprietary format master files
- Repurpose and export in appropriate file formats

TA2- Concepts of Graphic Design:
-Application of visual identity
-Alignment
-Typography
-Use of colour and colour systems
-Use of white space

TA1- Elements of visual identity:
- Graphic shape/symbol
- Typography
- Colour palette and me

TA1- Purpose of visual identity:
-Recognition/familiarity
-Establish a brand and develop brand loyalty
-Visual communication

Digital Graphics

YEAR 10

TA1- Visual identity design style:
-Business type
-Brand values
- Brand positioning

TA1- Components of visual identity:
- Name
- Logo
- Slogan/strap line

Introduction:
-Specification requirements.
-Mark Scheme.
-Resources.
- Structure of the course

welcome