

Interactive Media



Unit 1 Investigate interactive media production

Content	THEORY	Evidence	COURSEWORK
L01	<p>Firstly you must show you know about:</p> <ul style="list-style-type: none"> ☑ the features of interactive media products ☑ your target audience ☑ the sources, processes and techniques you will need for the development of your interactive media product ☑ health and safety issues. <p>You may relate the above to one of the following areas:</p> <ul style="list-style-type: none"> ☑ website ☑ interactive presentation ☑ animation ☑ game ☑ mobile app. 	<ul style="list-style-type: none"> ☑ digital or physical presentation ☑ poster ☑ written report ☑ leaflet ☑ audio/visual narrative ☑ annotated diagram. ☑ blog/vlog ☑ digital showcase ☑ podcast. 	<p>Pass: Describes what is required for the development of interactive media products.</p> <p>Merit: Describes what is required for the development of interactive products and makes some links between them.</p> <p>Distinction: Describes what is required for the development of interactive products and explains how they are linked.</p>
L02	<p>The talent show producers want you to show your own skills within your chosen area of interactive media by experimenting with:</p> <ul style="list-style-type: none"> ☑ processes and techniques needed for the development of an interactive media product including software solutions eg: ☑ image manipulation ☑ sound creation and manipulation ☑ website authoring ☑ multimedia authoring ☑ video editing ☑ animation software. <p>You will need to show evidence of your experimentation in an appropriate format.</p>	<ul style="list-style-type: none"> ☑ poster ☑ written report ☑ leaflet ☑ audio/visual narrative ☑ annotated diagram. ☑ blog/vlog ☑ digital showcase ☑ podcast. 	<p>Grading descriptors</p> <p>Pass: Carries out purposeful experimentation with some links to the brief.</p> <p>Merit: Carries out focussed experimentation with evidence of how this has been used in relation to the brief.</p> <p>Distinction: Carries out thorough experimentation with clear evidence of how this has been used in relation to the brief.</p>
L03	<p>You must now review your experimentation. You should take into consideration:</p> <ul style="list-style-type: none"> ☑ the processes and techniques that you used to manipulate your digital assets ☑ your use of software ☑ your skills development ☑ what went well/not so well ☑ feedback eg: ☑ client ☑ specialist eg professional developer ☑ audience/end-user ☑ peer ☑ Teacher ☑ ways to improve. 	<ul style="list-style-type: none"> ☑ feedback through social media ☑ annotated screen shot ☑ written or verbal response ☑ video with commentary ☑ surveys and questionnaires ☑ skills audit. 	<p>Pass: Describes the experimentation involved and identifies some aspects of what went well/not so well.</p> <p>Merit: Describes the experimentation involved and identifies what went well/not so well.</p> <p>Distinction: Describes the experimentation involved and identifies what went well/not so well and opportunities for improvement.</p>

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Homework Organiser

Homework

Memrise Photoshop	Tested through In class Independent learning and Computer Quizzes
Memrise Illustrator	Tested through In class Independent learning and Computer Quizzes
Memrise Fireworks	Tested through In class Independent learning and Computer Quizzes
Serif Webplus Video Flip Learning	Tested through In class Independent learning and Computer Quizzes
Serif Webplus Video Flip Learning	Tested through In class Independent learning and Computer Quizzes
Self Assessment	Tested through In class Independent learning and Computer Quizzes

Interactive Media



Unit 02 Plan and prepare for an interactive media product

Content	THEORY	Evidence	COURSEWORK
<p>L01</p>	<p>You need to show that you understand how to create a proposal for an interactive media product that will attract your chosen audience to watch or take part in the talent show. In order to do this, you will need to show your understanding of:</p> <ul style="list-style-type: none"> ☑ ideas development ☑ your chosen audience/end-user ☑ technical aspects of your product ☑ design aspects of your product ☑ an outline of what your product will contain. 	<ul style="list-style-type: none"> ☑ digital or physical presentation ☑ written report ☑ audio/visual narrative ☑ blog/vlog ☑ podcast. 	<p>Pass: Describes relevant aspects of what is required for the proposal of an interactive media product.</p> <p>Merit: Describes relevant aspects of what is required for the proposal of an interactive media product and makes some links between them.</p> <p>Distinction: Describes relevant aspects of what is required for the proposal of an interactive media product and explains how they are linked.</p>
<p>L02</p>	<p>You will produce plans for an interactive media product meeting the requirements of the brief You must produce a planning document for an interactive media product that will attract your chosen audience to watch or take part in the talent show. Your document must demonstrate that you can:</p> <ul style="list-style-type: none"> ☑ use recognised design processes for functionality and appearance ☑ select assets eg: <ul style="list-style-type: none"> ☑ capturing images ☑ recording audio ☑ animation ☑ filming ☑ project planning/time management ☑ interactive media authoring. <p>You must produce project plans related to your proposal which includes the following:</p> <ul style="list-style-type: none"> ☑ a project plan which outlines a set of tasks which will take into account the design, production and review of an interactive media product 	<ul style="list-style-type: none"> ☑ digital or physical presentation ☑ written report ☑ audio/visual narrative ☑ blog/vlog ☑ annotated diagrams ☑ wireframes ☑ storyboards ☑ navigation maps/plans ☑ planning timescales (gant charts) ☑ sketches ☑ mind-maps ☑ mood-boards ☑ colour combinations ☑ typography options (font stacks/font families). 	<p>Pass: Planning process will show application of skills in meeting the brief and responding to any straightforward problems that arise.</p> <p>Merit: Planning process will show the effective application of skills in meeting the brief and solving any straightforward problems that arise.</p> <p>Distinction: Planning process will show the consistent and effective application of skills in meeting the brief and efficiently solving any straightforward problems that arise.</p>
<p>L03</p>	<p>Now review the plan which you created. You must evaluate:</p> <ul style="list-style-type: none"> ☑ how well your plan addresses the design brief ☑ your choice of interactive media product ☑ your intended platform for the product ☑ your choice of assets and processes ☑ what went well/not so well ☑ timescales/meeting the deadlines. <p>You must also collect and consider feedback from eg:</p> <ul style="list-style-type: none"> ☑ client ☑ specialist eg professional developer ☑ audience/end-user ☑ peer ☑ Teacher. <p>You could also consider ways to improve.</p>	<ul style="list-style-type: none"> a report ☑ PowerPoint ☑ annotated design sheet ☑ audio ☑ visual. 	<p>Pass: Describes the proposal and planning process involved and identifies some aspects of what went well/not so well.</p> <p>Merit: Describes the proposal and planning process involved and identifies what went well/not so well.</p> <p>Distinction: Describes the proposal and planning process involved and identifies what went well/not so well and any opportunities for improvement.</p>

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Unit 03 Development and production of an interactive media product

Content	THEORY	Evidence	COURSEWORK
L01/2	<p>You must show the marketing director that you know about and are able to use:</p> <ul style="list-style-type: none"> ☑ directory/folder structures ☑ file types and exporting options ☑ hardware solutions and associated features ☑ software solutions and associated tools ☑ the needs of your chosen audiences/end-users. 	<p>You must provide:</p> <ul style="list-style-type: none"> ☑ your development work ☑ your final interactive media product. 	<p>Evidence for the development process:</p> <ul style="list-style-type: none"> ☑ digital or physical presentation ☑ written report ☑ audio/visual narrative ☑ annotated screenshots ☑ blog/vlog ☑ screen capture ☑ podcast. <p>Evidence for the final interactive media :</p> <ul style="list-style-type: none"> ☑ website
LO3	<p>The marketing team director has asked you to review your working processes and your interactive media product. You must collect feedback and evaluate:</p> <ul style="list-style-type: none"> ☑ your final product compared with the brief ☑ your initial ideas and planning ☑ your choice of assets ☑ your choice of hardware/software ☑ strengths and weaknesses of your interactive media product and working processes ☑ ways to improve your interactive media product and working processes 	<p>. You must provide:</p> <ul style="list-style-type: none"> ☑ an evaluation of your final interactive media product and working processes ☑ a review that must show how you have made use of feedback. 	<p>Your evidence could include:</p> <ul style="list-style-type: none"> ☑ social media ☑ annotated screen shots ☑ written or verbal response ☑ video with commentary ☑ surveys and questionnaires.

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Computing Knowledge Organiser

Unit 03 Development and production of an interactive media product



Homework Organiser

Homework

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