This guide is for students, parents and carers. It outlines: Information about the GCSE course; the topics on each examination paper and where students can find revision resources; and ends with examination tips specific to this subject.

**Course Title and Exam Board**

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| Exam Board | OCR Cambridge Nationals | | | | |
| Course Title | Creative iMedia Level 1/2 Certificate – J817 | | | | |
| Course Structure and assessment | Mandatory | | | | |
| Unit | Marks | Duration | GLH\* |  |
| R081:Pre-production skills | 60 | 1 hour 15 mins | 30 | Written paper, OCR Set and marked |
| R082: Creating digital graphics | 60 | Approx 10 hours | 30 | Centre-assessed tasks, OCR moderated |
| Additional | | | | |
| R085: Creating a multipage website | 60 | Approx 10 hours | 30 |  |
| R092: Developing  Digital games | 60 | Approx 10 hours | 30 |  |
| Key dates | Friday 15 February | Deadline for all controlled assessments | | | |
| Monday 3 June | R081 terminal exam | | | |

**GCSE Examinations**

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| Paper | Marks | | Duration | | Weighting |
| Pre-production skills | 60 | | 1 hour 15 mins | | 25% |
| Topics on this paper | | | | | |
| the purpose and uses for:   * mood boards * mind maps/spider diagrams * visualisation diagrams * storyboards * scripts | | the content of:   * mood boards * mind maps/spider diagrams * visualisation diagrams * storyboards * script | | create a:   * mood board * mind map/   spider diagram   * visualisation diagram   or sketch   * storyboard | |
| * Interpret client requirements for pre-production based on a specific brief * identify timescales for production based on target audience and end user requirements * how to conduct and analyse research for a creative digital media product * produce a work plan and production * the hardware, techniques and software used * the health and safety considerations when creating digital media * legislation regarding any assets to be sourced, how legislation applies to creative media production * analyse a script * the properties and limitations of file formats for still images * the properties and limitations of file formats for audio * the properties and limitations of file formats for moving images * identify appropriate file formats needed * review a pre-production * Identify areas for improvement in a pre-production | | | | | |

**Course Components (a more detailed explanation of skills and topics)**

#### Unit 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.
* Planning is an essential part of working in the creative and digital media sector. This unit will enable learners to acquire the underpinning knowledge and skills needed to create digital media products and gain an understanding of their application.
* On completion of this unit, learners will understand the purpose and uses of a range of pre-production techniques. They will be able to plan pre-production of a creative digital media product to a client brief, and will understand how to review pre-production documents.
* Learners studying the optional units will be able to apply knowledge and understanding gained in this unit to help develop their skills further during the completion of those units.

#### Unit R082: Creating digital graphics

#### This unit builds on unit R081 and learners will be able to apply the skills, knowledge and understanding gained in that unit and vice versa.

#### Digital graphics feature in many areas of our lives and play a very important part in today’s world. The digital media sector relies heavily on these visual stimulants within the products it produces, to communicate messages effectively.

#### 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. This unit will develop learners’ understanding of the client brief, time frames, deadlines and preparation techniques as part of the planning and creation process.

#### On completion of this unit, learners will understand the purpose and properties of digital graphics, and know where and how they are used. They will be able to plan the creation of digital graphics, create new digital graphics using a range of editing techniques and review a completed graphic against a specific brief

#### Unit R085: Creating a multipage website

* This unit builds on units R081 and R082 and learners will be able to apply skills, knowledge and understanding gained in those units.
* Multipage websites are the basis of internet content and are therefore used extensively in the creative digital media sector, whether for mobile phones or computers in all their forms.
* 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.
* On completion of this unit, learners will be able to explore and understand the different properties, purposes and features of multipage websites, plan and create a multipage website and review the final website against a specific brief.

**Unit R092: Developing digital games**

* This unit builds on units R081 and R082 and learners will be able to apply the skills, knowledge and understanding gained in those units.
* 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 create a playable game from an existing design or brief. It will enable them to interpret a client brief, and to use time frames, deadlines and preparation techniques as part of the planning and creation process when creating a digital game.
* On completion of this unit, learners will be aware of different types of digital games creation software, hardware and peripherals. They will be able to plan a digital game, create and edit the digital game and test the digital game with a client or focus group, identifying any areas for improvement.

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| Revision topics | What resources to use |
| Useful websites: | **Past papers, mark schemes, revision videos, revision guides**  <https://shmoodle.co.uk/course/view.php?id=6>  **You Tube**  Miss Chambers ICT- You Tube channel on all things R081  <https://www.youtube.com/channel/UCPuQ4uj6pgk15FHo8EHzQvQ>  Long Answer Question Guidance  <https://www.youtube.com/watch?v=2uuUsfOzJmw>  Pre-Production Documents Summary  <https://www.youtube.com/watch?v=t8ozu5H69J0> |
| Endorsed books: | My revisi@n notes – Creative iMedia L1/2 |

**Three Examination Tips Specific to this Subject**

* Answer questions in proper sentences and paragraphs.
* **Do not** use bullet points.
* If the question has lines beneath you must write pseudocode.
* Take a rubber to keep any drawn flow charts tidy.