

Subject	Y10 Threshold Knowledge – Autumn/Spring/Summer term	How to support students' learning
IMedia	<p><b>Autumn Term</b></p> <p><b>R093 Creative iMedia in the Media Industry -</b></p> <ol style="list-style-type: none"> <li>1. Know the different purposes of media products and how meaning is created for different purposes and how the style, content and layout are adapted to meet each purpose.</li> <li>2. Know why requirements in client briefs can constrain planning and production.</li> <li>3. Understand how to interpret requirements in client briefs to generate ideas and plan the different ways client briefs are communicated.</li> <li>4. Understand and can use examples of audience demographics and segmentation.</li> <li>5. Understand how the different technical, symbolic, and written codes are used to convey meaning, create impact and/or engage audiences.</li> <li>6. Know the purpose, content, conventions and use of mind maps and mood boards including the hardware and software used to create them.</li> <li>7. Know the purpose, content, conventions and use of flow charts, visualisation diagrams and wireframe layouts including the hardware and software used to create them.</li> <li>8. Understand the importance and purpose of protecting intellectual property (IP): copyright, ideas, patents, and trademarks.</li> <li>9. Understand how to use copyrighted materials: creative common licence(s), fair dealing, permissions, fees and licences, watermarks, and symbols responsibly.</li> <li>10. Identify different platforms used to distribute multimedia content and identify the pros and cons to using physical, online platforms and physical media.</li> <li>11. Understand the different properties and formats of static image files including their resolution (DPI/pixel dimension), raster/bitmap, vector, and compression (lossy/lossless) formats.</li> </ol> <p><b>R094 Visual Identity and Digital Graphics -</b></p> <ol style="list-style-type: none"> <li>12. Develop understanding of visual identity and its fitness for purpose in a range of business settings.</li> <li>13. Recognise the different elements of visual identity and how these are influenced by business type, target audience, brand values and positioning.</li> <li>14. Know the importance of graphic designs that incorporate visual identity and house style including colour scheme and typography.</li> </ol>	<p>Use the following websites and videos to help support knowledge and skill building:</p> <ul style="list-style-type: none"> <li>• BBC Bitesize Media Studies Concepts: <a href="https://www.bbc.com/bitesize/subjects/ztnygk7">https://www.bbc.com/bitesize/subjects/ztnygk7</a></li> <li>• YouTube Adobe Photoshop tutorial: <a href="https://www.youtube.com/watch?v=lyR_uYsRdPs">https://www.youtube.com/watch?v=lyR_uYsRdPs</a> (3hrs 7mins)</li> <li>• YouTube Adobe Express tutorial: <a href="https://www.youtube.com/watch?v=LfJ5jUgLEBk">https://www.youtube.com/watch?v=LfJ5jUgLEBk</a> (27 mins)</li> <li>• YouTube Adobe Illustrator tutorials: <a href="https://www.youtube.com/watch?v=AinkCNooh2A">https://www.youtube.com/watch?v=AinkCNooh2A</a> (26 mins)</li> <li>• <a href="https://www.youtube.com/watch?v=Ib8UBwu3yGA">https://www.youtube.com/watch?v=Ib8UBwu3yGA</a> (3hrs 17mins)</li> </ul> <p>R099: Useful website on different aspects of the gaming industry including articles and research:</p> <ul style="list-style-type: none"> <li>• <a href="https://www.gamedeveloper.com/">https://www.gamedeveloper.com/</a></li> <li>• Most popular video games: <a href="https://fossbytes.com/most-popular-video-games/">https://fossbytes.com/most-popular-video-games/</a></li> </ul>

	<ol style="list-style-type: none"> <li>15. Understand layout conventions for different graphic products and purposes.</li> <li>16. Discuss the technical properties of bitmap and vector images and graphics.</li> <li>17. Understand the requirements for using secondary assets and knowing how to record usage.</li> <li>18. Use a range of pre-production techniques such as mood boards, mind maps, visualisation diagrams and concept sketches to plan visual identity and digital graphics.</li> </ol> <p><b>Spring/Summer Term</b></p> <p><b>R094 Visual Identity and Digital Graphics -</b></p> <ol style="list-style-type: none"> <li>19. Develop skills to use appropriate tools and techniques of imaging editing software for creating digital graphics.</li> <li>20. Create and prepare assets including repurposing assets for use within digital graphics that are suitably sourced and documented ready for exportation.</li> <li>21. Save and export graphics in appropriate file formats which meet client requirements.</li> </ol> <p><b>R099 Digital Games -</b></p> <ol style="list-style-type: none"> <li>22. Understand the different types, characteristics and conventions of digital games including gameplay and digital styles.</li> <li>23. Apply the concept of MVP (Minimum Viable Product) when planning games to ensure audience engagement.</li> <li>24. Know the distinguishing features of each type of game objective.</li> <li>25. Understand the capabilities and limitations of resources; hardware, peripherals and software required to create digital games.</li> <li>26. Identify game concepts for digital games using idea generation, USP and objectives.</li> <li>27. Use pre-production and planning documentation and techniques for planning the game appearance and structure using concept art, decision trees, narrative pathways and story arc.</li> <li>28. Plan how scoring mechanisms are displayed and integrated within visuals of digital games and how feedback to players is provided during gameplay.</li> <li>29. Know different techniques to explain game concepts in creating Game Design Documents (GDDs) demonstrating understanding of audience, purpose, format, layout, templates, and content.</li> <li>30. Know the technical skills to create and/or edit and manage assets for use within digital games.</li> <li>31. Use graphics editing software to edit and prepare assets for use within a digital game.</li> </ol>	<ul style="list-style-type: none"> <li>• Useful information on game genres: <a href="https://www.brsoftech.com/blog/popular-video-game-genres/">https://www.brsoftech.com/blog/popular-video-game-genres/</a></li> <li>• Example of a game emulator for retro games: <a href="https://gamesfrog.com/">https://gamesfrog.com/</a></li> <li>• Game design and creation related websites: <a href="https://pegi.info/">https://pegi.info/</a></li> <li>• <a href="https://www.bbc.com/bitesize/articles/z3whpv4">https://www.bbc.com/bitesize/articles/z3whpv4</a></li> <li>• <a href="http://hitboxteam.com/designing-game-narrative">http://hitboxteam.com/designing-game-narrative</a></li> <li>• R099: Wider research on game creation software: <a href="https://www.gamedesigning.org/career/software/">https://www.gamedesigning.org/career/software/</a></li> <li>• Examples of game art: <a href="https://www.webfx.com/blog/web-design/50-stunning-video-game-concept-art/">https://www.webfx.com/blog/web-design/50-stunning-video-game-concept-art/</a></li> <li>• Examples of good game design document design (GDDs): <a href="https://www.nuclino.com/articles/game-design-document-template">https://www.nuclino.com/articles/game-design-document-template</a></li> <li>• Understanding different game testing techniques: <a href="https://starloopstudios.com/6-types-of-game-testing-techniques/">https://starloopstudios.com/6-types-of-game-testing-techniques/</a></li> </ul>
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