

Subject	Y11 Core Knowledge – Autumn/Spring/Summer term	How to support students' learning
IMedia	<p>Autumn Term</p> <p>R094 Visual Identity and Digital Graphics -</p> <ol style="list-style-type: none"> 1. 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. 2. Use skills and appropriate tools and techniques of imaging editing software for creating digital graphics for a specific brief. 3. Create and prepare assets, including repurposing assets, for use within digital graphics that are suitably sourced and documented ready for exportation. 4. Save and export graphics in appropriate file formats which meet client requirements. <p>NEA R099 Digital Games -</p> <ol style="list-style-type: none"> 5. Understand the different types, characteristics and conventions of digital games including gameplay and digital styles. <p>R099 Digital Games -</p> <ol style="list-style-type: none"> 6. Apply the concept of MVP (Minimum Viable Product) when planning games to ensure audience engagement. 7. Know the distinguishing features of each type of game objective. 8. Understand the capabilities and limitations of resources; hardware, peripherals and software required to create digital games. 9. Identify game concepts for digital games using idea generation, USP and objectives. 10. 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. 11. Plan how scoring mechanisms are displayed and integrated within visuals of digital games and how feedback to players is provided during gameplay. 12. Know different techniques to explain game concepts in creating Game Design Documents (GDDs) demonstrating understanding of audience, purpose, format, layout, templates, and content. 13. Know the technical skills to create and/or edit and manage assets for use within digital games. 14. Use graphics editing software to edit and prepare assets for use within a digital game. 	<p>Use the following websites and videos to help support knowledge and skill building:</p> <ul style="list-style-type: none"> • BBC Bitesize Media Studies Concepts: https://www.bbc.com/bitesize/subjects/ztnykg7 • Useful site with video links to all aspects of R093: https://www.st-thomasmore.cheshire.sch.uk/GCSE-Creative-iMedia-Revision-Resources/ • YouTube Adobe Photoshop tutorial: https://www.youtube.com/watch?v=lyR_uYsRdPs (3hrs 7mins) • YouTube Adobe Express tutorial: https://www.youtube.com/watch?v=LfJ5jUgLEBk (27 mins) • YouTube Adobe Illustrator tutorials: https://www.youtube.com/watch?v=AinkCNooh2A (26 mins) https://www.youtube.com/watch?v=Ib8UBwu3yGA (3hrs 17mins) • Graphics design and creation related websites: https://www.sqa.org.uk/e-learning/BitVect01CD/page_01.htm https://1stwebdesigner.com/graphic-design-basics-elements/ https://www.lifewire.com/what-is-graphic-design-1697521

	<p>Spring/Summer Term</p> <p>R099 Digital Games -</p> <ol style="list-style-type: none"> 15. Demonstrate a variety of technical skills to create digital games. 16. Confidently use tools of game creation software for controlling game actions and events and game start/end mechanics. 17. Know techniques for saving and exporting digital games in suitable formats. 18. Understand different techniques to test/check and review digital games for technical properties including use of text plans, check lists and success criteria. 19. Know techniques for reviewing the fitness for purpose of a GDD against the created game discussing strengths and weaknesses. 20. Discuss relevant constraints and improvements which limit the effectiveness of digital games. 21. Explain suitable further development opportunities for digital games. <p>R093 Creative iMedia in the Media Industry -</p> <ol style="list-style-type: none"> 22. Understand the different sectors that form the media industry and the types of products produced by, and used within them, and how the same product can be used by different sectors. 23. Know how each job role (creative, technical, and senior) contributes to the creation of media products. 24. 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. 25. Know why requirements in client briefs can constrain planning and production. 26. Understand how to interpret requirements in client briefs to generate ideas and plan, and the different ways client briefs are communicated. 27. Understand and can use examples of audience demographics and segmentation. 28. Understand the reasons for and benefits of conducting research. 29. Know different research methods, sources (both primary and secondary) and types of data (qualitative and quantitative). 30. Understand how the different technical, symbolic, and written codes are used to convey meaning, create impact and/or engage audiences. 31. Describe the purpose of work planning, the components included and how workplans are used to manage time, tasks activities and resources. 	<p>R099: Useful website on different aspects of the gaming industry including articles and research:</p> <ul style="list-style-type: none"> • https://www.gamedeveloper.com/ • Most popular video games: https://fossbytes.com/most-popular-video-games/ • Useful information on game genres: https://www.brsoftech.com/blog/popular-video-game-genres/ • Example of a game emulator for retro games: https://gamesfrog.com/ • Game design and creation related websites: • https://pegi.info/ • https://www.bbc.com/bitesize/articles/z3whpv4 • http://hitboxteam.com/designing-game-narrative <p>R099: Wider research on game creation software:</p> <ul style="list-style-type: none"> • https://www.gamedesigning.org/career/software/ • Examples of game art: https://www.webfx.com/blog/web-design/50-stunning-video-game-concept-art/ • Examples of good game design document design (GDDs): https://www.nuclino.com/articles/game-design-document-template • Understanding different game testing techniques: https://starloopstudios.com/6-types-of-game-testing-techniques/
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	<p>32. Know the purpose, content, conventions and use of mind maps and mood boards including the hardware and software used to create them.</p> <p>33. Know the purpose, components, conventions, hardware, and software used to create scripts and storyboards for pre-production and planning media products.</p> <p>34. Understand the purpose of and reasons for each legal consideration to protect individuals.</p> <p>35. Know what is meant by intellectual property and the purpose of and reasons for legislation to protect intellectual property.</p> <p>36. Know the types of products covered by regulation, certification and classification and the purpose of and reasons for regulation, certification, and classification.</p> <p>37. Know the common health and safety risks and hazards in all phases of media production including risk assessments and location recces.</p> <p>38. Identify different platforms used to distribute multimedia content and identify the pros and cons to using physical, online platforms and physical media.</p> <p>39. Understand the different properties and formats of static image files including their resolution (DPI/pixel dimension), raster/bitmap, vector, and compression (lossy/lossless) formats.</p>	
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