
NCFE Level 2 Certificate in Creative Media (Interactive Media pathway)

What is the course about?

This NCFE qualification is run over two years and is designed for learners who wish to develop technical skills and knowledge in Creative Media, and who choose to specialise in Interactive Media. The course will cover a range of aspects key to the creation of interactive media, exploring a wide selection of elements in the creative media industry. This will range from what makes an organisation successful through to employment within these organisations and their process of ideas generation and communication. Gathering the tools and knowledge on the industry will be useful both later for a chosen pathway and in the professional sector.

Learners will take an in-depth look at photo imaging techniques and external factors that may affect them. Using an industry-standard work schedule that they create themselves, learners will explore, produce and develop ideas for the creation of photography images for interactive media for presentation. Exploration of the use of typography in interactive media as well as developing a range of ideas for its uses and experimentation with typographic layouts and techniques. Video techniques used in interactive media will be covered as well as developing a range of ideas for a video sequence. Produce and develop a video sequence and apply industry-standard post-production techniques to it. Learners will present their final work for all four units for feedback and review in order to aid further development.

What are the entry requirements?

These qualifications are designed for learners who wish to develop advanced technical skills and knowledge in Creative Media and specialise in Interactive Media. There are no specific recommended prior learning requirements for these qualifications. However, learners may find it helpful if they've already achieved a Level 1 qualification.

Entry is at the discretion of the centre. However, learners should be aged 16 or above to undertake these qualifications.

What will I study?

Total qualification time of 320 hours is the number of notional hours which represents an estimate of the total amount of time that could reasonably be expected to be required in order for a learner to achieve and demonstrate the achievement of the level of attainment necessary for the award of a qualification.

Total qualification time comprises:

The Guided Learning Hours for the qualification (GLH): 260

An estimate of the number of hours a learner will reasonably be likely to spend in preparation, study or any other form of participation in education or training, including assessment, which takes place as directed by – but not under the immediate guidance or supervision of – a lecturer, supervisor, tutor or other appropriate provider of education or training.

To be awarded the NCFE Level 2 Certificate in Creative Media, learners are required to successfully complete 1 core unit and the 3 optional units below.

Unit 1 – Understanding the creative media industry

In this unit, learners will explore a wide selection of elements in the creative media industry, ranging from what makes an organisation successful through to employment within these organisation and their process of ideas generation and communication. Learners will gather the tools and knowledge on the industry that will be useful both later in their chosen pathway and in the professional sector.

Unit 5 – Designing an interactive media product

In this unit, learners will explore the principles of interactive media design as well as the external factors that impact on it. Using an industry standard work schedule that they create themselves, learners will produce and develop their own

interactive media product designs from ideas to application of design techniques. This unit also allows learners to present their work to obtain feedback for use in future development.

Unit7 – Sound Production for Interactive Media

In this unit, learners will explore sound, its use in interactive media, and production techniques used in an industry setting. Learners will then use this knowledge together with audio technology to produce and develop sound assets and sound scripts for an interactive media product. This unit allows learners to develop their skills further through editing using post-production techniques as well as obtaining feedback for further review.

Unit9 – Video for interactive media

In this unit, learners will take an in-depth look at video techniques used in interactive media as well as developing a range of ideas for their own video sequence. Learners will then produce and develop a video sequence and apply industry -standard post production techniques to it. This unit allows learners to present their final work for feedback and review in order to aid further development.

How will I be assessed?

Internal assessment–

Each candidate is required to create a portfolio of evidence which demonstrates achievement of 100% of the learning outcomes and assessment criteria associated with each unit.

The main pieces of evidence for the portfolio could include (in no particular order):

- Candidate's proof of work
- Assess or observation – completed observational checklists and related action plans
- Witness testimony
- Worksheets
- Assignments/projects/reports
- Record of professional discussion
- Record of oral and written questioning
- Candidate and peer reports
- Recognition of Prior Learning (RPL)

What are my progression options?

The objective of this qualification is to help learners progress onto a Level 3 qualification in Creative Media or other related qualifications, with a view to progressing into higher education or employment.

Learners who achieve these qualifications could progress to:

- Level 3 Diploma and Extended Diploma in Creative Media
- Level 3 Certificate in Creative Media Production

Who should I contact?

Please contact college reception on 648200 or email applications@ucm.ac.im