

YEAR 11



R093 - Exam Unit
Topic Area 2, 3 & 4

3.2 Improvements and further developments

2.3 Technical skills to create digital games

2.2 Technical skills to create and/or edit and manage assets for use within digital games

3.1 Techniques to test/check and review digital games

2.4 Techniques to save and export digital games

2.1 Techniques to explain game concepts

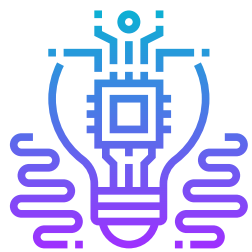
1.2 Resources required to create digital games

1.3 Pre-production and planning documentation and techniques for digital games

1.1 Types, characteristics and conventions of digital games

UNIT R099: Digital Games

3.2 Improvements and further developments



3.1 Techniques to check and review characters and comics

2.2 Technical skills to create comics

2.1 Techniques to obtain and create components for use within comics

2.3 Techniques to save and publish characters and comics

1.4 Pre-production and planning documentation & techniques for characters & comics

1.2 Conventions of comics

UNIT R095: CHARACTERS & COMICS

3.3 Techniques to save and export visual identity and digital graphics

1.3 Resources required to create characters and comics

1.1 Character features and conventions

3.2 Technical skills to source, create and prepare assets for use within digital graphics

2.3 Techniques to plan visual identity and digital graphics

2.2 Properties of digital graphics and use of assets

3.1 Tools and techniques of imaging editing software used to create digital graphics

2.1 Graphic design and conventions



1.1 Purpose, elements and design of visual identity

YEAR 10

UNIT R094: VISUAL IDENTITY AND DIGITAL GRAPHICS

TOPICS

Unit R094 - Mandatory

Topic Area 1: Developing Visual Identity

Topic Area 2: Graphic Design and Conventions

Topic 3: Create visual Identity and Digital Graphics

★Choice between

★Unit R095

Topic Area 1: Plan Characters and Comics

Topic Area 2: Create Characters and Comics

Topic Area 3: Review Characters and Comics

★Unit R099

Topic Area 1: Plan Digital Games

Topic Area 2: Create Digital Games

Topic Area 3: Review Digital Games

Unit R093 - Exam Unit:

Topic Area 1: The Media Industry

Topic Area 2: Factors Influencing Product Design

Topic Area 3: Pre-Production Planning

Topic Area 4: Distribution Considerations