Subject: iMedia

Year: 11

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	
2.1 Technical skills to create and/or edit and manage assets for use within interactive digital media products • Techniques for sourcing suitable assets • Static image assets • Audio assets • Moving image assets • Interactive assets **2.2 Technical skills to create interactive digital media** • Product folder management • Techniques to create master pages, content, controls and triggers	• An exam board issued coursework brief will be completed under controlled conditions (NEA)	**1.1 Media industry sectors and products** • Sectors of the media industry • Products in the media industry **1.2 Job roles in the media industry** • Creative • Technical • Senior roles **2.1 Purpose of product design** • Purpose • Style, content and layout **2.2 Client requirements** • Reviewing the requirements	**3.1 Work planning** • Components of a plan • Phases of pre-production 3.2 Documentation and idea generation • Mind maps • Mood boards • Asset logs • Flow charts • Scripts • Storyboards • Visualisation Diagrams • Wireframes **3.4 Legal issues that affect media** • Legal considerations to protect individuals	• Revision for final exam • Practice papers and questions • Revision technique	

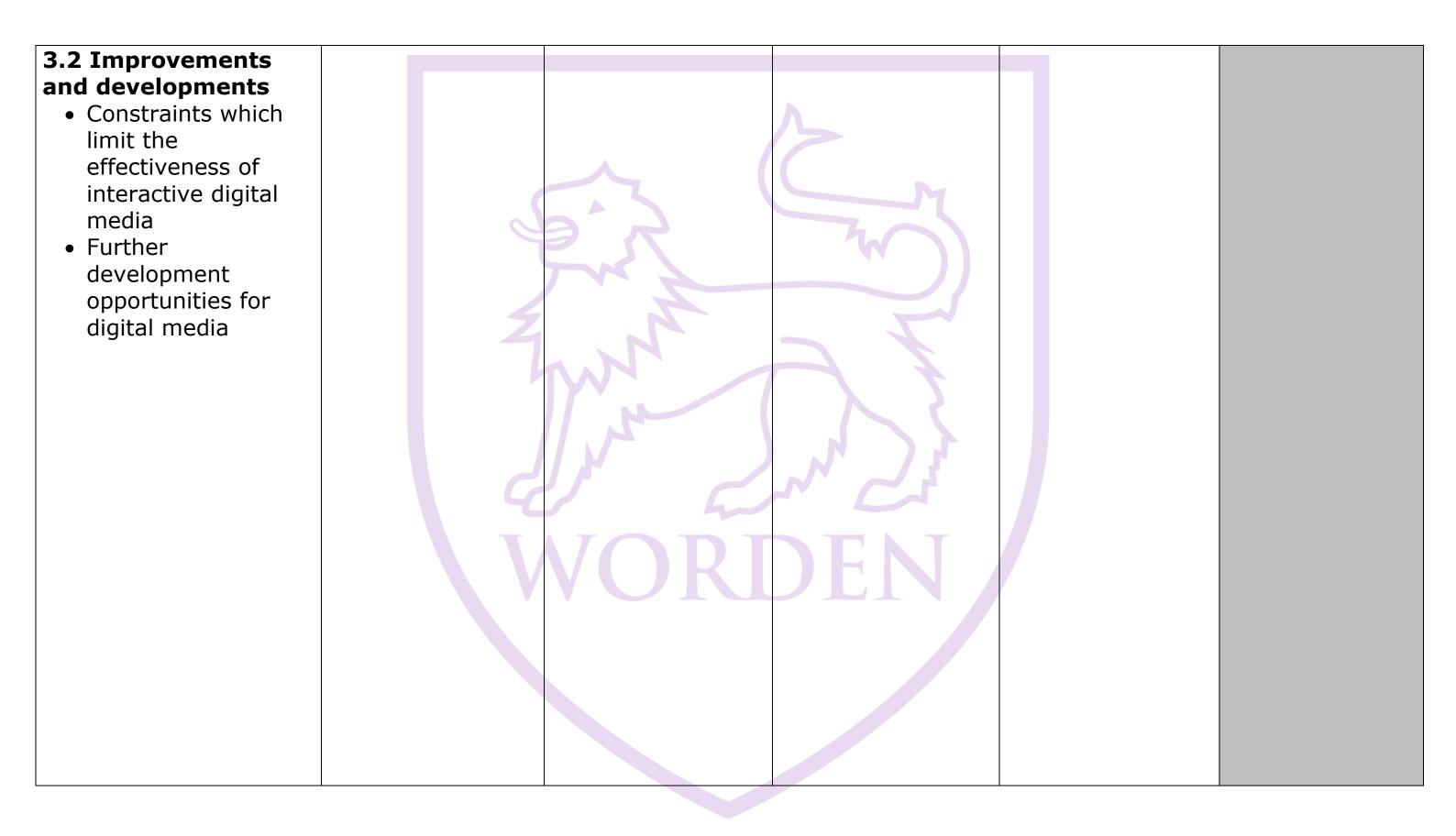|				
2.3 Techniques to save and export/publish interactive digital media • Saving interactive digital media products during creation • Exporting/publishing finished interactive digital media products **3.1 Techniques to test/check and review interactive digital media** • Techniques to test/check the technical properties of interactive digital media • Techniques to review the fitness for purpose of completed interactive digital media		• Format of a client brief **2.3 Audience and demographic segmentation** • Categories of segmentation **2.4 Research** • Primary research • Secondary research • Research data **2.5 Media codes** • Types of media codes • Meaning, impact and engagement	• Intellectual property rights • Regulation, certification, and classification • Health and safety **4.1 Distribution platforms and media to reach audiences** • Online • Physical platforms • Physical media **4.2 Properties and formats of media files** • Image files • Audio files • Moving image files • File compression	

| **3.2 Improvements and developments**
• Constraints which limit the effectiveness of interactive digital media
• Further development opportunities for digital media | | | | | |