

Subject: Creative iMedia

Year: 11

<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	
<p>2.1 Technical skills to create and/or edit and manage assets for use within interactive digital media products</p> <ul style="list-style-type: none">• Techniques for sourcing suitable assets• Static image assets• Audio assets• Moving image assets• Interactive assets <p>2.2 Technical skills to create interactive digital media</p> <ul style="list-style-type: none">• Product folder management• Techniques to create master pages, content, controls and triggers	<ul style="list-style-type: none">• An exam board issued coursework brief will be completed under controlled conditions (NEA)	<p>3.4 Legal issues that affect media</p> <ul style="list-style-type: none">• Legal considerations to protect individuals• Intellectual property rights• Regulation, certification, and classification• Health and safety <p>4.1 Distribution platforms and media to reach audiences</p> <ul style="list-style-type: none">• Online• Physical platforms• Physical media <p>4.2 Properties and formats of media files</p> <ul style="list-style-type: none">• Image files	<ul style="list-style-type: none">• Recap topic areas 1 and 2• Complete practice papers and exam questions• Revision technique	<ul style="list-style-type: none">• Revision for final exam• Practice papers and questions• Revision technique	

2.3 Techniques to save and export/publish interactive digital media

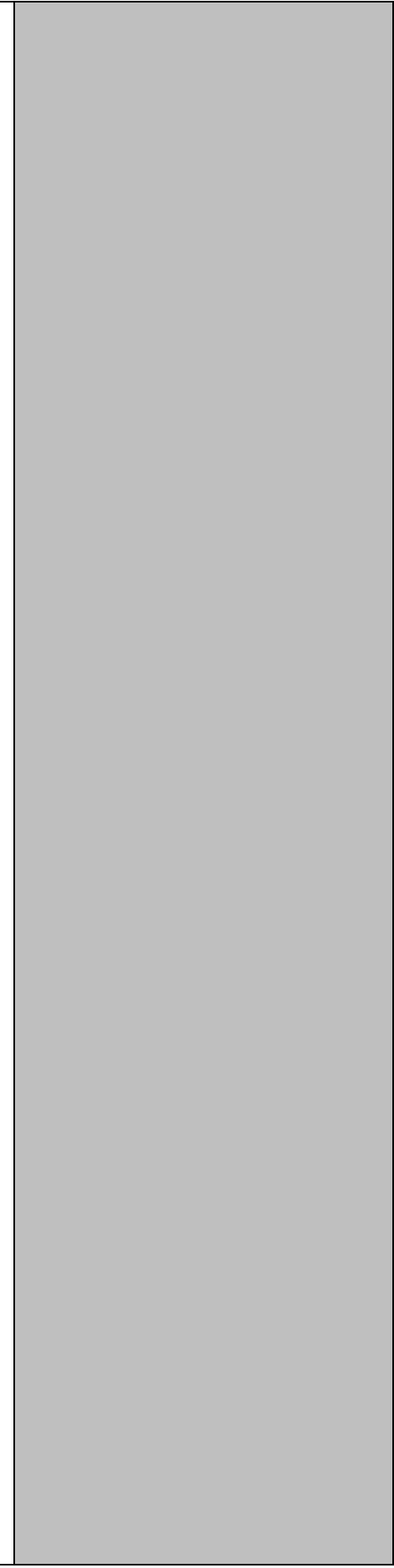
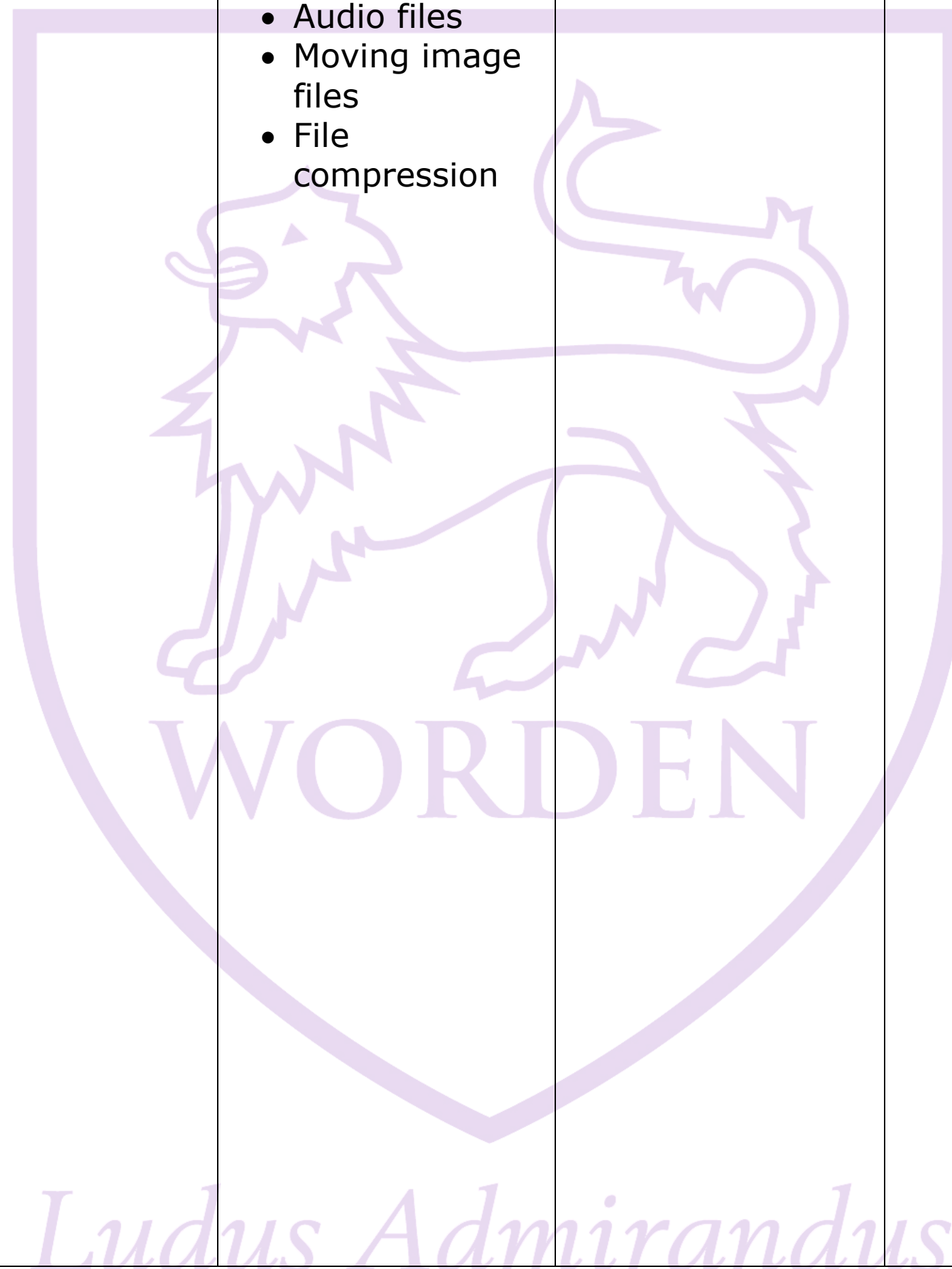
- Saving interactive digital media products during creation
- Exporting/publishing finished interactive digital media products

3.1 Techniques to test/check and review interactive digital media

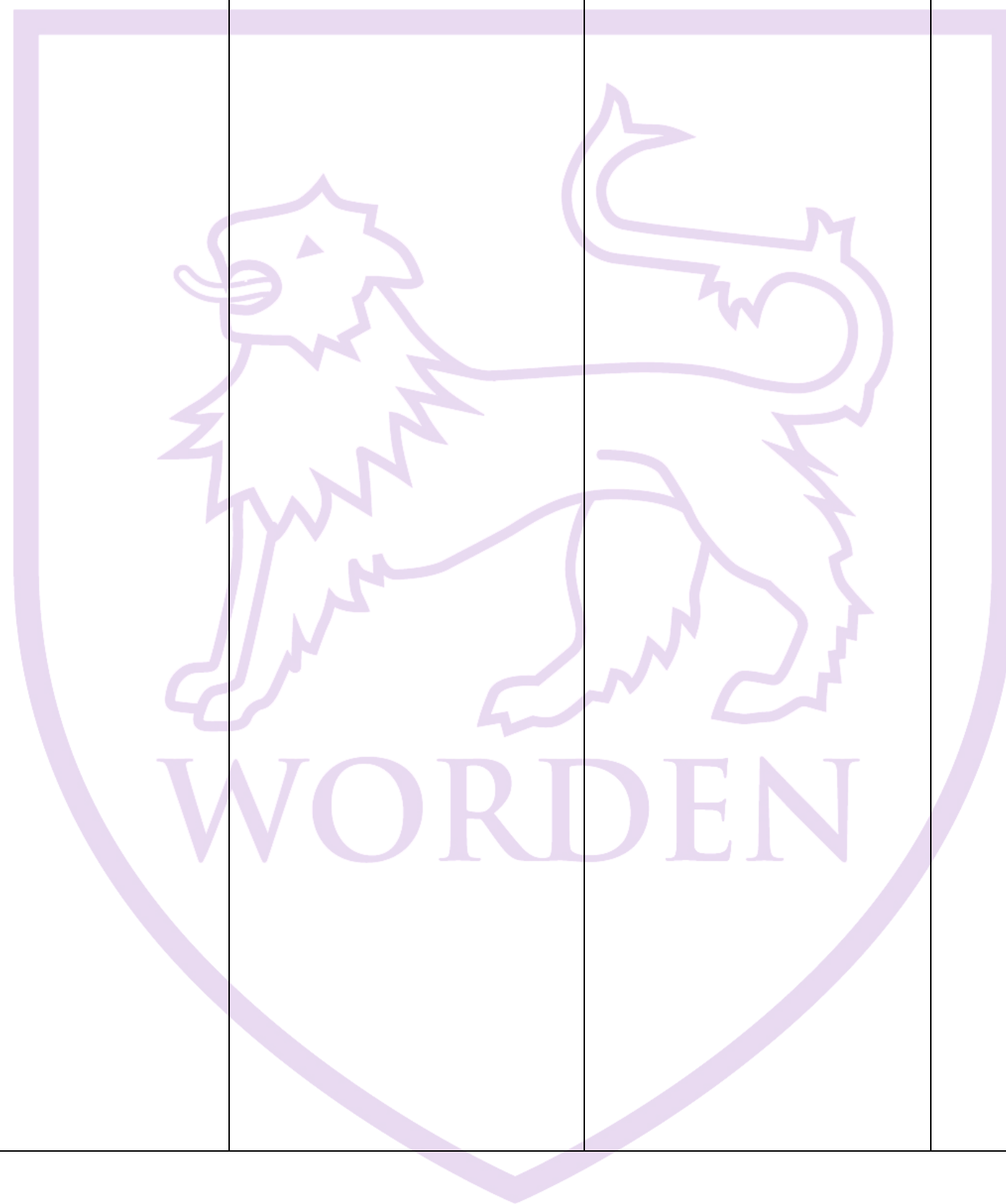
- Techniques to test/check the technical properties of interactive digital media
- Techniques to review the fitness for purpose of completed interactive digital media

3.2 Improvements and developments

- Audio files
- Moving image files
- File compression



- Constraints which limit the effectiveness of interactive digital media
- Further development opportunities for digital media



Ludus Admirandus