

<u>Topic</u>	<u>Key concept – what do I want the students to learn from this unit?</u>	<u>What knowledge will they acquire?</u>
R087 overview – i-Media – Coursework unit		
<p>LO1 – Understand the uses and properties of interactive multimedia products</p>	<p>Where different interactive multimedia products are used and their purpose. What the key elements are that need to be considered when designing an interactive multimedia product. The different hardware, software and peripherals that can be used. The types of limitations to creation and running a multimedia product. The best file formats to support different platforms.</p>	<p>Students were learn about multimedia products in relation to websites, information kiosks, mobile phone applications and e-learning products, how they are used and for what purpose. The key elements of colour scheme, house style, layout, GUI and accessibility. That limitations are caused by connection, bandwidth and data transfer and that support from platforms, computers and smartphones.</p>
<p>LO2 Be able to plan interactive multimedia products</p>	<p>How to interpret the clients requirements, understand the target audience, produce a work plan, plan the structure and features, produce a series of visualisation diagrams, identity the assets and resources, to create and maintain a test plan and finally what legislation applies to the creating a multimedia product.</p>	<p>An understanding of how to interpret the brief, looking closely at what the purpose is from being informative, educational, testing or entertainment. Understand who the target audience is which will inform the design. Continue to develop understanding of the creating of work plans and how they will vary dependent on the type of digital/multimedia product you are creating. Acquire the knowledge on what goes into making a multimedia product, such as non-linear navigation, screen size, interaction and rollovers. Using the knowledge from R081 and R082 create a series of visualisation diagrams that include screen design, navigation features and assets, which leads into developing the understanding of the types of assets and resources that the students have to source. Develop the knowledge of creating and maintaining a test plan, to make sure the multimedia product works as expected.</p>
<p>LO3 Be able to create interactive multimedia products</p>	<p>How to source appropriate assets, create and re-purpose assets, store assets, create an interactive structure, set up interactions and playback controls, save and export assets into appropriate file formats.</p>	<p>Students will understand how to source assets such as graphics, sound, videos, animation and navigation buttons/icons, so are specific to a multimedia product. Improve their skills on creating, re-purposing, storing and applying these assets (R082).</p>

<u>Topic</u>	<u>Key concept – what do I want the students to learn from this unit?</u>	<u>What knowledge will they acquire?</u>
		Add to their skill set in using a platform that is already familiar to them but not learning the skills that help to create it into a multimedia product. Skills such as navigation, rollovers, triggers, pop-up messages. From their knowledge from R081 look more closely at the file formats that will fit to their multimedia product when saving and exporting their finished product.
LO4 Be able to review interactive multimedia products	How to review an interactive multimedia product against a specific brief. Identify areas for improvements and further development.	How to review an interactive multimedia product against a specific brief. Identify areas for improvements and further development.
R088 overview – i-Media – Coursework unit		
LO1 understand the uses and properties of digital sound	How different sectors use digital audio products, what are the best file formats for these digital audio products. The properties of digital sounds and the different considerations in relation to the recording of digital audio products.	Students will know the different sectors, commercial context from voiceovers and advertising, to entertainment with broadcast radio and computer games, businesses with their desire to impart information and education with the use of podcast and tutorials. From R081 the focus will be in audio file formats and looking more closely at what the different formats offer when saving an audio product. Developing an understanding of the properties such as bit depth, sample rate, tonal range, clarity, pitch and timbre and the environmental and limitations to consideration when recording such as distance from audio source, directionality, background noise and wind.
LO2 – Be able to plan a digital sound sequence	How to interpret client requirements, understand the target audience, produce a work plan, identify appropriate equipment and software, plan the content and sequence and create and maintain a test plan. Focus previous knowledge from R081, R082, R087 on legislation specifically to audio product production.	Students will use previous knowledge on interpreting a client’s brief and work on making it specific for the production of an audio product. Prior learning will be focused on understanding who the target audience will be for a digital sound sequence. Students will understand how to adjust a work plan to focus specifically
LO3 – Be able to create a digital sound sequence	How to record and source sounds to store as assets, import assets, edit and enhance assets to then mix within the audio software. How to save in the most appropriate format and in a format that allows the product to be exported.	Students will learn to use the audacity audio software to record audio sounds. Understand the types of audio resources that can be sources and stored and be compatible for use with audacity. Skills will be developed

<u>Topic</u>	<u>Key concept – what do I want the students to learn from this unit?</u>	<u>What knowledge will they acquire?</u>
	How to use version control and what to consider when exporting.	on how to edit through trimming, copy and paste and the envelope tool to enhancing through fade, gain, filter, noise removal, pitch and invert options. Students will learn to mix assets using the equalisation, audio compression, looping and general silence options. Using the knowledge from R081 study which is the most appropriate file format in more detail and which would be the best options for exporting for different purposes, so look at compression, optimisation, codecs, bit rate and compatibility.
LO4 – Be able to review a digital sound sequence	Review a digital sound sequence against a specific brief. Identify areas for improvement and further development of a digital sound sequence.	Review a digital sound sequence against a specific brief. Identify areas for improvement and further development of a digital sound sequence.