



NCFE Level 1 Technical Award in Interactive Media (603/0851/5)

NCFE Level 2 Technical Award in Interactive Media (603/0852/7)

Paper number: P001719

Assessment window: Monday 9 January 2023 – Friday 17 February 2023

Time allowed: 15 hours

Learner instructions

- Complete **all** tasks.
- Read the project brief and each task carefully.
- You **must** save your work and **not** access it between each external assessment session. Any paper evidence **must** be handed to the invigilator.
- All of the work you submit **must** be your own.
- All of your work **must** be submitted digitally. Clearly label with the task number and save in your digital folder.
- Any handwritten or hand drawn work **must** be photographed, saved and submitted electronically.

Learner information

- The marks available for each task are shown in brackets.
- The maximum mark for this paper is 90.
- You can use the internet.

Please turn over for further instructions.

Resources

You must give references in your work for any of the following:

- if you use any information from the internet
- if you use a quote
- if you use any assets (eg images, audio or video) that you have not created.

Presentation of work

All work **must** be completed electronically.

Put all screenshots and written responses in a single electronic document.

Follow the instructions below to label each piece of evidence in each task clearly.

Save the document with the following file name:

- Surname_Initial_learner number
- eg Smith_J_123456789

The best file format to use for this external assessment is pdf. Your invigilator can tell you about other acceptable file formats.

You must make sure that you have transferred this to appropriate storage media and the files can be opened.

At the end of the external assessment, there is a checklist. This helps you to make sure that you have included all the evidence needed.

Remember to save your work regularly during the external assessment.

Your interactive media product must be in a file format which the examiner can access.

Do not turn over until the invigilator tells you to do so.

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SAMPLE

Project brief

Don't Isol8 is a mental health charity that supports teenagers and young adults. Don't Isol8 encourages open conversations about mental health issues. It also educates on different approaches to improving mental health. These approaches include:

- physical activity or exercise
- learning new things
- sharing common experiences
- supporting others through regular catch-ups
- mindfulness or meditation techniques.

The charity wants to educate more young people on mental health issues and give them access to the support they need. Don't Isol8 also wants those who access the support to build positive connections with others and to encourage open conversations when they need support.

Don't Isol8 wants you to design and create an interactive media product that will connect with the charity and other users. The product should provide resources to educate and support.

These are Don't Isol8's requirements:

- you **must** aim the product at the target audience of teenagers and young adults up to the age of 25
- you **must** use appropriate assets to engage the target audience (eg images, text, animations, interactive quizzes, games, video and audio)
- you **must** make the product appealing and professional (eg consistent style, colour schemes, photographs, flags, sounds, fonts etc).

You **must** refer to each of Don't Isol8's requirements within your interactive media product.

You **must** also submit your actual interactive media product to show how your ideas will work in practice.

You have a total of 15 hours to complete the brief.

Task 1

[36 marks]

Complete **all** parts of the task.

We recommend you spend **5 hours** on this task.

Don't Isol8 wants to make sure that you consider all aspects of the brief.

They would like to see a proposal of the content and layout of your interactive media product.

1 Your proposal **must** include:

- your chosen interactive media product and features
- how the interactive media product reflects the target audience
- the layout of your interactive media product
- the navigation structure of your interactive media product
- the sources, processes and techniques that you will use to create the interactive media product.

Evidence	<p>You must provide:</p> <ul style="list-style-type: none">• your proposal for the interactive media product. <p>You could use the following formats to provide evidence of your proposal:</p> <ul style="list-style-type: none">• digital presentation• written report• technical notes• blog / vlog• annotated diagrams• storyboards• navigation maps / plans• sketches• mind maps• colour combinations• typography options.
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Task 2

[45 marks]

Complete **all** parts of the task.

We recommend you spend **9 hours** on this task.

Don't Isol8 wants you to produce your proposed interactive media product from **Task 1**.

You **must** create your interactive media product.

This might not be a completed version, but you **must** give evidence that the product shows sufficient interactivity and functionality.

2 You **must** include evidence of the following when you create your interactive media product:

- experimentation with software solutions
- experimentation with hardware solutions
- creation and preparation of assets
- use of directory / folder structures
- appropriate file types and exporting options.

Evidence	<p>You must provide:</p> <ul style="list-style-type: none">• your interactive media product• evidence of your experimentation. <p>You could use the following formats to provide evidence of your experimentation:</p> <ul style="list-style-type: none">• digital presentation• annotated screenshots• written report• blog / vlog• design notes• technical notes• production journal• video with commentary.
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Task 3

[9 marks]

Complete **all** parts of the task.

We recommend you spend **1 hour** on this task.

You must now evaluate your interactive media product and suggest ways to improve it in relation to the brief.

3 Your evaluation **must** include:

- the technical skills you used and the choices you made
- the processes that you have used and why you used them
- how you could improve the interactive media product in relation to the brief.

Evidence	You must provide: <ul style="list-style-type: none">• your evaluation. You could use the following formats to provide evidence of your evaluation: <ul style="list-style-type: none">• annotated screenshots• written responses• video with commentary• audio recordings.
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Please turn over for the evidence checklist

Please turn over

Evidence checklist

Task number	Evidence type
Task 1	Your proposal for the interactive media product
Task 2	Your interactive media product
	Evidence of your experimentation
Task 3	Your evaluation

This is the end of the external assessment.