NCFE

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

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

Past Paper

Assessment window: Monday 20 January 2020 – Friday 28 February 2020

Time allowed: 15 hours

Learner instructions
- Complete **all** tasks.
- Read the project brief and each task carefully.
- You **must** hand in all of your work to the invigilator between each external assessment session.
- All of the work you submit **must** be your own.
- All of the work you submit **must** be clearly labelled with:
  - your name
  - your learner number
  - your centre name
  - your centre number
  - the task number.

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 complete the details below clearly and in BLOCK CAPITALS.

Learner name

Centre name

Learner number

Centre number

Learner signature

Please turn over for further instructions.

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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.

Electronic Evidence

Put all screenshots (and written responses, where these are provided electronically) 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.

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 will be submitted electronically and must be in a file format which the examiner can access.

You may submit your responses digitally or in hard copy. If you submit digital work, you must make sure that you have transferred this to appropriate storage media and that the files can be opened.

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

Project Brief

Language Buddy is an exciting educational resource that allows young people to practise and learn foreign languages.

The company hopes their classroom resources will encourage teachers in primary schools to make learning a new language fun and interactive!

Language Buddy want interactive media designers to present their ideas for their new resource packs for 2020. Ideas should be based on **one** language only.

Language Buddy has asked you to produce an interactive media product for your chosen language. This product will be used as a learning resource by teachers in classrooms.

You must:

- aim the product at the target audience of children aged 7 to 11
- use appropriate assets to engage the target audience (eg images, text, animations, interactive quizzes, games, video and audio)
- show how your chosen language could be represented in the new resource packs for 2020 (eg consistent style, colour schemes, photographs, flags, sounds, fonts etc).

You will need to refer to each of these three client requirements within your interactive media product.

You are not required to write any content for your product in your chosen language. Your chosen language is for the Language Buddy theme only.

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.

Language Buddy 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	You **must** provide: • your proposal for the interactive media product. You could use the following formats to provide evidence of your plan: • digital presentation • written report • technical notes • blog/vlog • annotated diagrams • storyboards • navigation maps/plans • sketches • mind maps • colour combinations • typography options.

Please turn over

Task 2   **[45 marks]**

Complete **all** parts of the task.

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

Language Buddy wants you to produce your proposed interactive media product from **Task 1**.

2   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.

You **must** include 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	You **must** provide: • your interactive media product • your experimentation. You could use the following formats to provide evidence of your experimentation: • digital presentation • written report • blog/vlog • design notes • technical notes • production journal • video with commentary.

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:

- how your product has met the brief

- suggestions of how you could improve the interactive media product.

Evidence	You **must** provide:
	• your evaluation.
	You could use the following formats to provide evidence of your evaluation:
	• annotated screenshots • written responses • video with commentary • audio recordings.

Please turn over for the evidence checklist.

Evidence Checklist

Task Number	Evidence Type	Please tick (✓) one	
		Handwritten	Electronic
Task 1	Your proposal for the interactive media product		
Task 2	Your interactive media product		
	Your experimentation		
Task 3	Your evaluation		

This is the end of the external assessment.