

i-Media

Preparing students for tomorrow, bit by bit

The Computing department will help to create, share, and apply knowledge in all branches of Computer Science and ICT. We will educate students to be successful, ethical, and effective problem-solvers with a passion to innovate and create, rather than just passive consumers and users of technology. We will develop an understanding and appreciation of all aspects of digital products, from how they work to how they look. We will foster curiosity and encourage exploration to create students who can contribute positively to the well-being of our society and who are prepared to tackle the complex 21st Century challenges facing the world.

Summary focus areas:

- Innovate, create, develop
- Solving 21st Century problems
- Active developers not passive consumers

Autumn		Spring		Summer
Digital Graphics Preparation	Digital Graphics Unit	Pre-production Documents	Character Design Preparation	Character Design Unit

Homework for iMedia is set weekly to support and extend the students' studies from their lessons. Work may be a mixture of practical, computer-based tasks and paper-based written work or design tasks. Activities set as homework may be:

- Preparatory work or research ahead of a new topic or concept being discussed in lessons.
- Extension work that allows the student to explore a topic in more depth or in other contexts.
- Application work that allows students to practise skills or demonstrate abilities.

Students are expected to spend around an hour on a homework activity each week and work is marked promptly to help students to identify and understand their weaknesses to make incremental improvements over the course of the year.

Unit	Learning Objectives/Outcomes
Digital Graphics Preparation	<ul style="list-style-type: none"> • What is Creative iMedia? • What skills will we need to obtain to be successful? • What skills and tasks will we complete through iMedia? • What are the different file types for images and why are there different file types? • What is graphical editing? • How can we use graphical editing software? • What types of software are suitable? • Do I know the advantages and disadvantages of the software available? • Where would I be able to use graphic editing? • Can I follow a client's requirements? • Can I alter and change my designs to a specific requirement? • Can I manipulate an image to suit the needs of the task? • Can I use advanced tools in Fireworks? • Can I calculate resolution and DPI? • Am I able to research copyright information? • Can I design and create based on a specific task and audience? • Am I able to use the basic and advanced tools in the software chosen? • Am I able to transfer any previous knowledge and skills to help me complete this unit to a standard with which I am satisfied?
Digital Graphics Unit	<p>Using the knowledge, skills and understanding developed through the preparatory work, students must carry out the following steps:</p> <ul style="list-style-type: none"> • Researching Digital Graphics; their uses, purposes and properties. • Planning a project and identifying assets and resources. • Demonstrating a clear understanding of, and adherence to, legislation including the Copyrights, Designs and Patents Act. • Designing and implementing a product using professional-level digital graphics software. • Testing and evaluating their product against a client's specification.
Pre-production documents	<ul style="list-style-type: none"> • Exploring pre-production documents to aid the planning process. • Identifying real-world and/or cross-curricular examples of pre-production and planning documents. • Creating moodboards, mindmaps, visualisation diagrams and storyboards. • Recognising and debating the appropriateness of different planning techniques. • Giving and receiving feedback on plans to inform future drafts. • Creating suitable plans for given scenarios, audiences and purposes. • Evaluating and appraising example pre-production documents.

Character Design Preparation	<ul style="list-style-type: none"> • Investigating how this unit differs from previous experience and identifying similarities will make completing this unit easier. • Exploring the purpose, uses and target audiences of various example characters. • Evaluating and anticipating the design decisions behind a range of classic and contemporary character designs. • Suggesting improvements or changes that would make a given character more suitable for a different situation, such as a different target audience, a different purpose or in a different era. • Designing characters for a given purpose and audience. • Learning to use new and potentially unfamiliar software applications to design characters, and combining this with familiar software in order to achieve a desirable outcome. • Learning ways to test the viability and suitability of a new character design by comparing it with certain standards and obtaining feedback from test users and/or a sample of the target audience.
Character Design Unit	<p>Using the knowledge, skills and understanding developed through the preparatory work, students must carry out the following steps:</p> <ul style="list-style-type: none"> • Researching 2D and 3D characters; their uses, purposes and properties. • Planning a project and identifying assets and resources. • Demonstrating a clear understanding of, and adherence to, legislation including the Copyrights, Designs and Patents Act. • Designing, implementing and developing a character viewed from multiple angles using professional-level illustration and digital graphics editing software. • Testing and evaluating their product against a client's specification.

