

Exam: 40%

Assessment 1: 25%

Assessment 2: 45%

R093: Creative iMedia in the media industry

- The iMedia industry
- Factors influencing product design
- Pre-production planning
- Distribution considerations

R094: Visual identity and digital graphics

- Develop visual identity
- Plan digital graphics for products
- Create visual identity and digital graphics

R099: Digital Games

- Plan digital games
- Create digital games
- Review digital games

Exam time:

1 hour 30 minutes

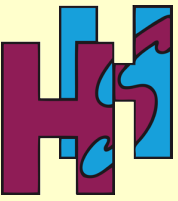
Assessment time:

Approx' 12 hours

Assessment time:

Approx' 18 hours

Year 11 Computer Science – Supporting your Child's Progress



The fruits of the creative IT industry is everywhere!

IT is used to create so many products: products to **advertise**, products to **promote**, products to **educate**, products to **entertain**, products to **inform**. Increasingly today, IT is used to create products that **influence**.

- Encourage your child to look for IT products, anything that was created using a computer and ask them to critically assess them. Questions to get them thinking and can be used anywhere are:
- What is the product's purpose?
- Which audience demographic/segmentation is the product targeted at? How do you know this?
- What design conventions have been used to make the product?

30 minutes of practicing GameMaker at home per week

- We ask that all budding game developers practice creating video games, at home, for at least 20 minutes each week.
- How?

Google: "GameMaker" and download it for free. Your child has already made an account and know where the tutorials can be found.

