

Unit Title: Interactive Multimedia Concepts	
Level:	Two
Credit Value:	5
GLH:	40
OCNLR Unit Code:	CQ6/2/LQ/007
Ofqual Unit Reference Number:	L/507/2077

This unit has 4 learning outcomes

LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	The learner can:
1. Be able to investigate interactive multimedia technologies and products.	1.1. Research a range of interactive multimedia products, identifying where they are used. 1.2. Describe the purpose of these interactive multimedia products. 1.3. Research and list the advantages and disadvantages of using interactive multimedia products. 1.4. Identify the appropriate computer hardware, peripherals and software required to create and view an interactive multimedia product. 1.5. Identify the limitations of bandwidth on accessing the interactive multimedia product. 1.6. Identify file formats supported by media players.

<p>2. Be able to plan an interactive multimedia product to a specific brief.</p>	<p>2.1. Identify client requirements based on their brief to include the target audience.</p> <p>2.2. Create a work plan to produce an original Interactive multimedia product, to include</p> <ul style="list-style-type: none"> a) assets b) resources c) timescales <p>2.3. Create a storyboard of sketches and identify sources for assets.</p> <p>2.4. Apply the design principles to your sketches.</p> <p>2.5. Identify assets to be created and sourced, non-linear navigation structure and interactivity.</p> <p>2.6. List copyright implications of any assets to be sourced.</p>
<p>3. Be able to create save and test the interactive multimedia product.</p>	<p>3.1. Source the assets identified for use in the interactive multimedia product.</p> <p>3.2. Create the assets identified for use in the interactive multimedia product.</p> <p>3.3. Create the interactive multimedia product to the plan.</p> <p>3.4. Save and export the interactive multimedia product in the required format as specified by the client brief.</p> <p>3.5. Check the exported interactive multimedia product works.</p> <p>3.6. Organise electronic files using appropriate naming conventions to facilitate access by others.</p> <p>3.7. Develop and use a test plan to test the interactive multimedia product.</p> <p>3.8. Correct any identified faults and apply improvements based on the test plan.</p>

<p>4. Understand how to review the interactive multimedia product against the original brief.</p>	<p>4.1. Critically review the finished product with the client and record feedback. 4.2. Describe the quality of the finished product. 4.3. Explain the fitness for purpose of the finished product. 4.4. Identify parameters and constraints that influenced decisions made. 4.5. Produce accurate written records of relevant information about assets obtained, such as a) source ownership b) any restrictions on use c) where they are located and filenames given</p>
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Assessment

The grid below gives details of the assessment activities to be used with the unit attached. Please refer to the OCN London Assessment Definitions document for definitions of each activity and the expectations for assessment practice and evidence for verification.

P = Prescribed This assessment method *must* be used to assess all or part of the unit.

O = Optional This assessment method *could* be used to assess all or part of the unit.

Case Study		Project	
Written question & answer/test/exam		Role play/simulation	
Essay	O	Practical demonstration	O
Report	O	Group discussion	O
Oral question and answer	O	Performance/exhibition	
Written description	O	Production of artefact	
Reflective log/diary		Practice file	