

Creative and Technical Enterprise

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Creative Media in the Media Industry - Exam Unit (30%)

Media industry sectors and products, job roles, purposeful design, client briefs, research methodology, planning and distribution. Content taught throughout the coursework in year 10.

Visual Identity and Digital Graphics - Coursework Unit (20%)

purpose elements and design of visual identity, graphics design and conventions, properties of digital graphics and use of assets, techniques of planning, product creation

Unreal Engine 4

Exploration of unreal engine. Looking at: 2D and 3D assets, mesh types, collisions, lighting, audio, AI gaming testing and optimisation.

Digital Games - Coursework Unit (50%)

Exploration of unreal engine. Looking at: 2D and 3D assets, mesh types, collisions, lighting, audio, AI gaming testing and optimisation.

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Creative Media in the Media Industry - Exam Unit (30%)

Media industry sectors and products, job roles, purposeful design, client briefs, research methodology, planning and distribution.

A-Levels
T-Levels
Apprenticeships
Work