

## Digital Media & Animation Level 3

This course is designed for 16-19 year olds.

You will achieve:

The Diploma in Creative Media Production & Technology Level 2 qualification will allow you to understand and become a creative practitioner in the Digital Media Industry.

There will be opportunity to work on a range of media briefs, which can lead students into an exciting range of career areas for example; digital media, game design, publishing, visual effects, advertising and marketing businesses.

The course is supported by regular trips to galleries and museums as well as location research trips. All students are involved in setting up and exhibiting in the end of year exhibition.

This is a 2 year study programme scheduled over 3 days per week and will be a mixture of theory, practical and online lessons.

Through tutorial sessions, you will be supported to enhance wider employability skills including project management, teamwork, research, communication and presentation skills alongside your time management.

## Progression opportunities

This course will lead to:

- BA (Hons) course in related subject at university
- Employment: This qualification will give you the skills required to gain employment in intermediate level roles in the Creative Industries sector.

## Entry Requirements

The entry requirements for this course are:

- Merit in relevant Level 2 qualification, or
- 4 GCSEs at Grade 4 (C) or above including maths and English
- Portfolio of work
- Interview and assessment

If required, you will have the opportunity to study GCSE maths and/or English alongside your course so you can progress

### Disclaimer:

Every effort has been made to ensure the details contained in this leaflet are up-to-date and accurate at the time of printing. However, the College reserves the right to alter or cancel courses, their content, entry requirements, fees or other details should circumstances dictate.

onto the next level.

## What will I study?

This course consists of the following modules:

- Professional practice
- Contextual studies
- Digital design
- Game design
- Branding & identity
- 2d animation
- 3d animation
- Video production & editing
- Website design

## How will I be assessed?

You will be assessed via:

- Project based assignment briefs
- Final Major Project

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