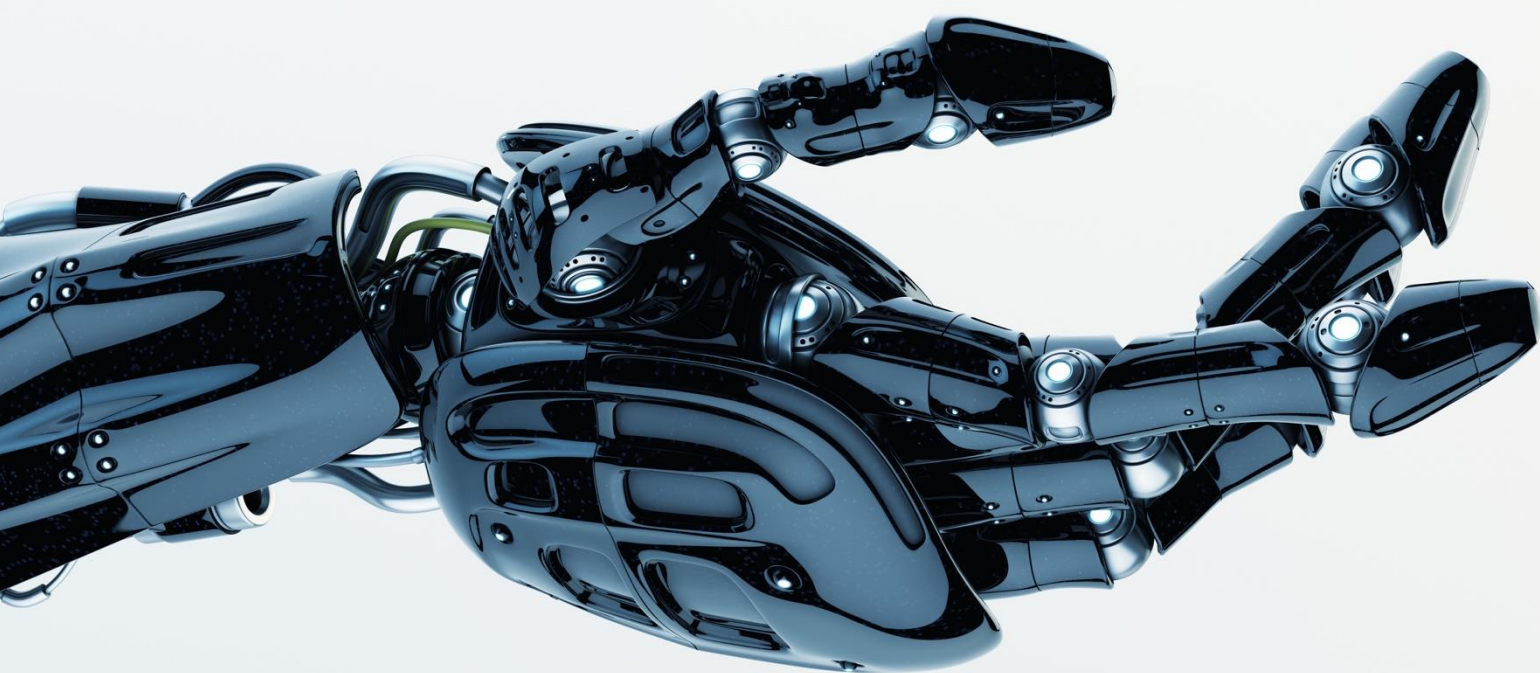


Comparing unit content

BTEC Level 2 Technical Diploma in **Digital Games Production**

BTEC Level 2 Technical Diploma in Digital Games Production
NQF BTEC First in Creative Digital Media Production



Introduction to BTEC Level 2 Technical Diploma in Digital Games Production

This document maps the content of the new BTEC Level 2 Tech Diploma in Digital Games Production (RQF), shown in the left hand column, against the content of the current NQF BTEC First in Creative Digital Media Production in the right hand column

This mapping will help you transition from one specification to the other by highlighting where there are changes in content, particularly where there is new content which will need to be delivered to help your learners prepare for the new assessment.

In order to make the table easy to use and to demonstrate new content we have used a ‘traffic lights’ colour scheme as follows:

GREEN - covered. In this case the content in the Level 2 Technical is very close indeed to the existing NQF BTEC First in Creative Digital Media Production. In the right hand column the title of the relevant unit and learning outcome (LO) is identified.

YELLOW - partially covered. In this case the content is partially covered, perhaps in learning outcomes in more than one unit from the NQF BTEC First in Creative Digital Media Production. Where there is some additional knowledge, this is stated in the left hand column under the heading **NEW CONTENT**

RED - not covered. In this case the content in the BTEC L2 Technical is new. It will appear in the left hand column so you can see immediately what you will need to teach.

Purpose of the qualification:

Who is the qualification for?

This qualification is for learners who want to start a career in digital games production. It is designed for post-16 learners and can be taken as part of a wider study programme. It is an ideal qualification for learners intending to progress directly to employment in the digital games production sector of the creative industries, or to a related Apprenticeship such as a TV production and broadcasting, or to a creative digital media Apprenticeship.

What does the qualification cover?

This qualification has been developed in consultation with employers in the digital games sector to ensure learners develop the skills and behaviours that give them the best opportunity to be successful when applying for work. 83 per cent of the qualification is mandatory and provides a foundation of skills, knowledge and behaviours expected by employers in the digital games production sector of the creative industries.

These skills are central to understanding the diverse nature of the industry and to creating a successful portfolio. The mandatory areas learners cover include:

- digital production project (externally assessed)
- planning and pitching a digital media product
- digital testing
- narrative for digital media
- animation for digital media.

Learners can also choose one optional specialist unit, which builds on and extends their skills and knowledge.

Learners will also enhance their broader skills in literacy and numeracy, which will be invaluable in supporting progression in other areas. In addition, they will develop transferable technical and practical skills in communication, research and teamwork.

Qualification structure

Pearson BTEC Level 2 Technical Diploma in Digital Games Production				
Unit number	Unit title	GLH	Type	How assessed
Mandatory units – learners complete and achieve all units				
1	Planning and Pitching a Digital Media Product	30	Mandatory	Internal
2	Animation for Digital Media	60	Mandatory	Internal
3	Digital Testing	30	Mandatory	Internal
4	Digital Games Production	60	Mandatory	Internal
5	Narrative for Digital Media	30	Mandatory	Internal
6	Digital Production Project	90	Mandatory	External
Optional units – learners complete and achieve 1 unit				
7	Digital Audio	60	Optional	Internal
8	Digital Editing for Moving Image	60	Optional	Internal
9	3D Modelling	60	Optional	Internal
10	Digital Graphics	60	Optional	Internal

Covered

Partially covered

Not covered

BTEC Level 2 Tech Diploma in Digital Games Production	NQF BTEC First in Creative Digital Media Production
Unit 1 – Planning and Pitching a Digital Media Product	
Learning Aims	
A Plan ideas for a digital media product to meet client brief	A understand how to develop ideas for a digital media product
B Pitch ideas for a digital media product.	B pitch ideas for a digital media product
Unit Content	
Not covered	A.1 Digital media products
Partially covered	A.2 Understanding the requirements of the brief A.3 Generating ideas
Not covered	A.4 Planning issues B.1 The purpose of a pitch
Partially covered	B.2 Formats for pitching B.3 Communication techniques when pitching
Not covered	C.1 Digital Media Sectors C.2 Planning portfolio C.3 Planning portfolios by sector
Knowledge <ul style="list-style-type: none"> How to generate ideas Organising and structuring content Planning effectively 	Sector skills <ul style="list-style-type: none"> Interpreting client brief Generating ideas for an original production Pitching ideas to clients
Learning aim A Plan ideas for a digital media product to meet client brief	
A1 Requirements of the brief	A.2 Understanding the requirements of the brief
A2 Generating ideas	A.3 Generating ideas

Learning aim B Pitch ideas for a digital media product

B1 Formats for pitching

B.2 Formats for pitching

B2 Creating a pitch

All content is new to the specification

B3 Pitching to the client

B.3 Communication techniques when pitching

Unit 2 – Animation for Digital Media

Learning Aims

A Develop ideas for a digital animation

B.1 Where animation is used

B.2 Animation techniques

C.1 Development of ideas

B Produce and collect assets for a digital animation

C.2 Production of an animation

C Use digital tools to produce an animated sequence

C.2 Production of an animation

Unit Content

Knowledge

- Considerations when producing animation
- Legal and ethical considerations, including copyright and Creative Commons (CC) attributions
- File formats and types

Sector Skills

- Storyboarding/scripting
- Pre-production skills
- Generating visual assets
- Recording audio assets
- Using digital animation tools
- Publishing digital animation

Learning aim A Develop ideas for a digital animation

A1 Considerations when producing animation

B.1 Where animation is used

B.2 Animation techniques

A2 The development of ideas and concepts

C.1 Development of ideas

A3 Pre-production planning

C.1 Development of ideas

Learning aim B Produce and collect assets for a digital animation

B1 Visual assets

C.2 Production of an animation

Some additional new content has been added

B2 Audio assets	C.2 Production of an animation Some additional new content has been added
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Learning aim C Use digital tools to produce an animated sequence

C1 Organisation of production	C.2 Production of an animation Content has been rearranged from last sections of C1
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C2 Using digital animation tools to create the illusion of movement	C.2 Production of an animation Content has been rearranged from last sections of C1
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C3 Publishing the final animation	C.2 Production of an animation Content has been rearranged from last sections of C1
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Unit 3 – Digital Testing

Learning Aims

A Plan the testing of a digital media product	A.1 Test phases for digital games A.2 Testing techniques
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B Produce a bug report using testing techniques	A.3 Bugs B.1 Analysis and bug reports
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Unit Content

Knowledge

- Quality assurance procedures
- Testing techniques
- Different types of bug
- How to complete a bug report

Sector Skills

- Running tests on digital media products
- Identifying bugs in digital media products
- Accurately recording bugs
- Analysing bugs to track their progress

Learning aim A Plan the testing of a digital media product

A1 Test phases for digital media products	A.1 Test phases for digital games
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A2 Testing techniques	A.2 Testing techniques
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Learning aim B Produce a bug report using testing techniques

B1 Bugs	A.3 Bugs
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B2 Analysis and bug reports	B.1 Analysis and bug reports
Unit 4 – Digital Games Production	
Learning Aims	
A Prepare for a digital game production	Learning aim B: Develop the required assets for a digital game
B Produce a digital game environment for a specific platform	Learning aim C: Produce and review a digital game demo for a selected platform
C Code and publish a digital game level for a specific platform.	All new content for this specification to allow for sector updates
Unit Content	
Knowledge <ul style="list-style-type: none"> • Considerations of games level design • Legal and ethical considerations including copyright and Creative Commons attributions • Scripting interactivity in a games engine • File formats and types 	Sector Skills <ul style="list-style-type: none"> • Visualising concept art • Pre-production skills, including generating a games design document • Generating visual assets • Recording audio assets • Using level design tools within 2D or 3D games engine • Using a games scripting language • Publishing games level
Learning aim A Prepare for a digital game production	
A1 Designing a 2D or 3D game level	B.2 Designing a 2D or 3D game
A2 Planning and sourcing assets for a digital game	B.3 Making assets for a 2D or 3D game Additional content added to bring in line with changes in sector
Learning aim B Produce a digital game environment for a specific platform	
B1 Editing and importing assets	C.1 Making a digital game demo Additional content added to bring in line with changes in sector
B2 Produce an environment within a digital game	C.1 Making a digital game demo Additional content added to bring in line with changes in sector

Learning aim C Code and publish a digital game level for a specific platform	
C1 Adding scripts to create interactivity	All new content for this specification to allow for sector updates
C2 Testing and publishing a digital game level	All new content for this specification to allow for sector updates
Unit 5 – Narrative for Digital Media	
Learning Aims	
A Plan a digital narrative for a creative digital media product	Content is new to LV2 Technicals
B Create a digital narrative for a creative digital media product.	Content is new to LV2 Technicals
Unit Content	
Knowledge	Sector Skills
<ul style="list-style-type: none"> • How to research and plan content • Drafting and redrafting • Written communication skills 	<ul style="list-style-type: none"> • Research skills • Planning content • Drafting content • Creating content for different sectors
Learning aim A Plan a digital narrative for a creative digital media product	
A1 Developing ideas for digital media products	Content is new to LV2 Technicals
A2 Identifying the audience or consumer	Content is new to LV2 Technicals
Learning aim B Create a digital narrative for a creative digital media product	
B1 Draft a digital narrative	Content is new to LV2 Technicals
B2 Create a digital narrative	Content is new to LV2 Technicals
Unit 6 – Digital Production Project	
New to this specification, externally assessed and synoptic.	
Assessment Outcomes	
AO1 Select and present research in relation to a client brief	No matching content

AO2 Develop a proposal and creative response	No matching content
AO3 Apply understanding of media production processes, skills and techniques	No matching content
AO4 Develop a final product that meets the requirements of a client brief and appeals to the target audience	No matching content
Essential Content	
A Researching the brief	
A1 Deconstructing a client brief	No matching content
A2 Research	No matching content
A3 Selecting information	No matching content
B Defining a response to the client brief	
B1 Generating and selecting ideas in response to a client brief	No matching content
B2 Conceptualising an idea for a media product	No matching content
B3 Writing a proposal for a media product	No matching content
C Developing a digital media product	
C1 Experimenting with practical media production skills and techniques	No matching content
C2 Developing and refining media products	No matching content
C3 Reflecting on creative outcomes	No matching content
C4 Maintaining a record of the production process	No matching content
D Delivering the final product	
D1 Producing a final product	No matching content
D2 Distribution and exhibition	No matching content

Unit 7 – Digital Audio

Learning Aims

A Carry out the recording of different types of audio	A.2 Digital audio editing across media sectors and products A.4 Digital audio editing techniques and software
B Apply editing techniques to digital audio	A.1 Reasons for editing digital audio A.4 Digital audio editing techniques and software B.2 Practical audio editing
C Produce a final mixed audio product.	Content new to LV2 Technicals

Unit Content

Knowledge	Sector Skills
<ul style="list-style-type: none"> Types of audio Types of equipment Types of software function Types of audio used in media 	<ul style="list-style-type: none"> How to record audio How to edit and apply effects to audio How to balance different pieces of audio and share

Learning aim A Carry out the recording of different types of audio

A1 How audio is used in media products	A.2 Digital audio editing across media sectors and products
A2 Equipment and techniques for recording audio	A.4 Digital audio editing techniques and software

Learning aim B Apply editing techniques to digital audio

B1 Reasons for editing audio	A.1 Reasons for editing digital audio
B2 Techniques and software	A.4 Digital audio editing techniques and software
B3 Practical audio editing	B.2 Practical audio editing

Learning aim C Produce a final mixed audio product

C1 Techniques and software	Content new to LV2 Technicals
C2 Practical mixing	Content new to LV2 Technicals

Unit 8 – Digital Editing for Moving Image

Learning Aims

A Prepare to edit moving image footage

C.1 Editing different moving image formats
C.2 Preparing to edit a moving image product

B Apply the conventions used in digital editing for moving image

B.1 Classic Continuity Editing
B.2 Alternative editing styles

C Use digital tools to edit and export a moving image sequence.

C.3 The editing process

Unit Content

Knowledge

- Considerations when producing an edited moving image sequence
- Different conventions of continuity and alternative editing styles
- File formats and types

Sector Skills

- Pre-production skills for moving image (selecting rushes etc.)
- Using digital tools to edit a moving image sequence
- Publishing a digital moving image sequence

Learning aim A Prepare to edit moving image footage

A1 Considerations when editing moving image sequences

C.1 Editing different moving image formats

A2 Preparing to edit a moving image sequence

C.2 Preparing to edit a moving image product

Learning aim B Apply the conventions used in digital editing for moving image

B1 Using continuity editing

B.1 Classic Continuity Editing

B2 Using alternative editing styles

B.2 Alternative editing styles

Learning aim C Use digital tools to edit and export a moving image sequence

C1 The editing process

C.3 The editing process

C2 Using editing tools

C.3 The editing process

C3 Exporting the final sequence

C.3 The editing process

Unit 9 – 3D Modelling

Learning Aims

A Produce ideas for the production of 3D models

Content is new to LV2 Technicals

B Create and texture 3D models for use in a 3D game engine

Content is new to LV2 Technicals

C Set up 3D models in a 3D game engine.

Content is new to LV2 Technicals

Unit Content

Knowledge

- Considerations when producing 3D models
- File formats and types

Sector Skills

- Research and visual recording of ideas
- Developing texture materials
- Using 3D modelling tools
- Setting up 3D models in a 3D game engine

Learning aim A Produce ideas for the production of 3D models

A1 Research visual sources for 3D models

Content is new to LV2 Technicals

A2 The development of ideas and concepts

Content is new to LV2 Technicals

A3 Develop texture materials

Content is new to LV2 Technicals

Learning aim B Create and texture 3D models for use in a 3D game engine

B1 Use 3D modelling tools to create 3D models

Content is new to LV2 Technicals

B2 Apply materials to 3D models

Content is new to LV2 Technicals

Learning aim C Set up 3D models in a 3D game engine

C1 Set up 3D models in a 3D game engine

Content is new to LV2 Technicals

Unit 10 – Digital Graphics

Learning Aims

<p>A Develop graphic design ideas for a media product</p>	<p>UNIT 16: DIGITAL ART FOR A MEDIA PRODUCT</p> <p>B.1 Produce initial artwork for a media product</p> <p>B.2 Drawing techniques</p>
<p>B Use digital tools and techniques to develop digital graphics for a media product</p>	<p>UNIT 16: DIGITAL ART FOR A MEDIA PRODUCT</p> <p>B.3 Using digital tools and techniques to produce artwork for a media product</p>
<p>C Produce a finished graphic product for a specific purpose.</p>	<p>UNIT 13: GRAPHIC DESIGN FOR DIGITAL MEDIA</p> <p>B.1 Creating graphics for media products</p>

Unit Content

	<p>UNIT 16: DIGITAL ART FOR A MEDIA PRODUCT</p> <p>B.1 Produce initial artwork for a media product</p> <p>B.2 Drawing techniques</p> <p>UNIT 16: DIGITAL ART FOR A MEDIA PRODUCT</p> <p>B.3 Using digital tools and techniques to produce artwork for a media product</p> <p>UNIT 13: GRAPHIC DESIGN FOR DIGITAL MEDIA</p> <p>B.1 Creating graphics for media products</p>
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<p>Knowledge</p> <ul style="list-style-type: none"> • Different purposes of digital graphics • How technical elements communicate meaning in digital products • Export formats and colour modes 	<p>Sector skills</p> <ul style="list-style-type: none"> • Visual recording and visualising using drawing skills • Using digital graphics tools • Producing finished digital graphics
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Learning aim A Develop graphic design ideas for a media product

A1 Develop design ideas

UNIT 16: DIGITAL ART FOR A MEDIA PRODUCT

B.1 Produce initial artwork for a media product

A2 Use drawing techniques

UNIT 16: DIGITAL ART FOR A MEDIA PRODUCT

B.2 Drawing techniques

Learning aim B Use digital tools and techniques to develop digital graphics for a media product

B1 Bitmap graphics

UNIT 16: DIGITAL ART FOR A MEDIA PRODUCT

B.3 Using digital tools and techniques to produce artwork for a media product

B2 Vector graphics

UNIT 16: DIGITAL ART FOR A MEDIA PRODUCT

B.3 Using digital tools and techniques to produce artwork for a media product

B3 Output graphics

All content new to specification

Learning aim C Produce a finished graphic product for a specific purpose

C1 Technical elements

UNIT 13: GRAPHIC DESIGN FOR DIGITAL MEDIA

B.1 Creating graphics for media products

C2 Produce a finished graphic product

All content new to specification