Introducing your new Pearson BTEC Higher Nationals in Creative Media Production

BTEC is the world’s most successful and best-loved applied learning brand, engaging students in practical, interpersonal and thinking skills for more than thirty years.

Pearson BTECs are work-related qualifications for students taking their first steps into employment or those already in employment and seeking career development opportunities. Pearson BTECs provide progression into the workplace either directly or via study at university and are also designed to meet employer’s needs. Pearson BTEC Higher National qualifications are therefore widely recognised by industry and higher education as the principal technical professional qualification at Levels 4 and 5.

The Pearson BTEC Higher National Certificate (HNC) is at level 4 (the same as the first year of a UK honours degree).

The Pearson BTEC Higher National Diploma (HND) is at level 4 and level 5 (the same as the first two years of a UK honours degree).

A word from our subject expert

The creative industries are one of the rapid areas of growth within the UK economy and beyond. New technologies, new formats and new opportunities continue to offer areas for employment and creative expression.

Into this exciting area of growth we present the new Pearson BTEC Higher Nationals in Creative Media Production. Completely rewritten, to reflect the new creative media industries, the qualifications will provide centres and students the opportunity to engage with an exciting new curriculum that capitalises on the availability of new technologies and practices. With an emphasis on both subject specific and transferrable skills, these new qualifications will provide students with progression opportunities in employment or into university ‘top-up’ degrees.

I am here to provide guidance, advice and support on every aspect of the programme and its implementation and will welcome your views and feedback. Be sure to visit HN Global, as a student or tutor, where you will find more resources and support for your programme.

I look forward to working with you!

Geoffrey Makstutis
Professional courses developed collaboratively with subject experts

With input from industry, employers, professional bodies, tutors, students, and higher education institutions, your new Pearson BTEC Higher Nationals have been designed to better meet the needs of a changing market. The result is a qualification suite designed and developed to meet professional standards, recognised by employers and universities, which develop not only academic skills and abilities, but work-readiness skills.

The objectives of the redevelopment of the BTEC Higher Nationals have been to ensure:
- employer engagement;
- work relatedness;
- opportunities for progression to further higher education;
- alignment with UK higher education expectations; and
- qualifications which are up to date with current professional practice and include professional accreditation and opportunities to gain National Governing Body certification where possible.

What’s new?

- **Essential subject knowledge** needed by Creative Media Production students to progress successfully into further study or to the world of work or continued employment;
- **A simplified and flexible structure** allows centres to build programmes that embed key subject and pathway specific skills and knowledge in the Level 4 Higher National Certificates and then expand this with greater depth and detail in the Level 5 Higher National Diploma. At both Level 4 and Level 5 a range of Optional Units will allow centres to customise their offer to meet employer or student needs;
- **Seven specialist pathways** pathways provide the specificity of subject knowledge and skills from Level 4 through Level 5; enhancing opportunities for employment and university progression;
- **Refreshed content** that is closely aligned with professional bodies’, employers’ and higher education needs for a skilled future workforce;
- **Assessments that consider cognitive skills** (what students know) along with affective and psychomotor skills (what they can do and how they behave);
- **An assessment strategy** that supports progression to Level 6 studies and also allows centres to offer assessment relevant to the local employers, thereby accommodating and enhancing different learning styles;
- **Unit-specific grading and Pearson-set assignments**
- **Robust quality assurance measures** that serve to ensure that all stakeholders (e.g. professional bodies, universities, employers, centres and students) can feel confident in the integrity and value of the qualification.
The new HNC and HND qualifications in Creative Media Production offer a choice of seven pathways (all pathways exist in both the HNC and HND):

- Sound Media
- Film & Television
- Journalism
- Web & App Development
- Motion Graphics
- Visual Effects
- Game Development

Each Higher National unit has a clear purpose: to cater for the increasing need for high quality professional and technical education pathways at levels 4 and 5, providing students with a clear line of sight to employment or progression to a degree at level 6.

The Higher National Certificate (HNC) is a Level 4 qualification made up of 120 credits. It is usually studied full-time over one year, or part-time over two years.

The Higher National Diploma (HND) is a Level 4 and Level 5 qualification made up of 240 credits. It is usually studied full-time over two years, or part-time over four years.

BTEC Higher Nationals consist of core units, specialist units and optional units:

- Core units are mandatory and provide the key knowledge and skills of the subject, across all pathways
- Specialist units are designed to provide pathway specific subject knowledge and skills
- Optional units provide for enhanced subject specificity or allow centres to enhance related areas of skill and knowledge
- Required combinations of units are clearly set out in the tables.
## Level 4

### Sound Media
- Individual Project
- Creative Industry
- Professional Practice
- Audio Practice
- Audio Studies
- Scriptwriting for Sound
- plus 2 Optional Units

### Film & Television
- Individual Project
- Creative Industry
- Professional Practice
- Film & Television Practice
- Film Studies
- Light & Sound
- plus 2 Optional Units

### Journalism
- Individual Project
- Creative Industry
- Professional Practice
- Journalism Practice
- Journalism & Society
- Digital Page Production
- plus 2 Optional Units

### Web & App Development
- Individual Project
- Creative Industry
- Professional Practice
- Web & App Development Practice
- Web & Apps in Context
- Web Development
- plus 2 Optional Units

### Motion Graphics
- Individual Project
- Creative Industry
- Professional Practice
- Motion Graphics Practice
- Visual Effects & Motion Graphics Cultures
- Typography
- plus 2 Optional Units

### Visual Effects
- Individual Project
- Creative Industry
- Professional Practice
- Visual Effects Practice
- Visual Effects & Motion Graphics Cultures
- 3D Modelling
- plus 2 Optional Units

### Game Development
- Individual Project
- Creative Industry
- Professional Practice
- Game Development Practice
- Games in Context
- Game Design
- plus 2 Optional Units

### Optional Units

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<thead>
<tr>
<th>Sound Media</th>
<th>Film &amp; Television</th>
<th>Journalism</th>
<th>Web &amp; App Development</th>
<th>Motion Graphics</th>
<th>Visual Effects</th>
<th>Game Development</th>
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<tbody>
<tr>
<td>Radio Production</td>
<td>Audio Technologies</td>
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<td>Film &amp; Video Editing</td>
<td>Storyboarding</td>
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<td>Investigative Journalism</td>
<td>Shorthand</td>
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<td>Principles of Animation</td>
<td>Art Development</td>
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<td>Interview &amp; Presentation Techniques</td>
<td>Reportage</td>
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<td>Principles of Photography</td>
<td>Principles of User Experience and User Interface Design</td>
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### Core Units
- Sound Media
- Film & Television
- Journalism
- Web & App Development
- Motion Graphics
- Visual Effects
- Game Development

### Specialist Units
- Web & App Development Practice
- Web & Apps in Context
- Web Development
- Motion Graphics Practice
- Visual Effects & Motion Graphics Cultures
- Typography
- Visual Effects Practice
- Visual Effects & Motion Graphics Cultures
- 3D Modelling
- Game Development Practice
- Games in Context
- Game Design

### Optional Units
- Radio Production
- Audio Technologies
- Film & Video Editing
- Storyboarding
- Investigative Journalism
- Shorthand
- Principles of Animation
- Art Development
- Interview & Presentation Techniques
- Reportage
- Principles of Photography
- Principles of User Experience and User Interface Design
Flexible choice of subject areas and progression opportunities

Level 5

Sound Media
- Collaborative Project
- Personal Professional Development
- Advanced Sound Media Studies
- plus 4 Optional Units

Film & Television
- Collaborative Project
- Personal Professional Development
- Advanced Film & Television Studies
- plus 4 Optional Units

Journalism
- Collaborative Project
- Personal Professional Development
- Advanced Journalism Studies
- plus 4 Optional Units

Game Development
- Collaborative Project
- Personal Professional Development
- Advanced Game Development Studies
- plus 4 Optional Units

Core Units
Specialist Units
Optional Units
## Web & App Development
- Collaborative Project
- Personal Professional Development
- Advanced Web & App Development Studies
- plus 4 Optional Units

## Motion Graphics
- Collaborative Project
- Personal Professional Development
- Advanced Motion Graphics Studies
- plus 4 Optional Units

## Visual Effects
- Collaborative Project
- Personal Professional Development
- Advanced Visual Effects Studies
- plus 4 Optional Units

### Optional Units

<table>
<thead>
<tr>
<th>Web &amp; App Development</th>
<th>Motion Graphics</th>
<th>Visual Effects</th>
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<tbody>
<tr>
<td>Radio Management</td>
<td>Advanced 3D Modelling</td>
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<tr>
<td>Advanced Rendering &amp; Visualisation</td>
<td>Business Practices for Media Production</td>
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<td>Emerging Technologies</td>
<td>Market Research</td>
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<td>Mobile Game Development</td>
<td>Advanced Editing &amp; Compositing</td>
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<td>App Development Frameworks</td>
<td>Marketing &amp; Promotion</td>
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<td>Sound for Media Products</td>
<td>Branding &amp; Identity</td>
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<td>Magazine &amp; Feature Production</td>
<td>Scriptwriting for Film &amp; Television</td>
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<td>Web Development Frameworks</td>
<td>Narrative</td>
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<td>Drama</td>
<td>Social Media Practice</td>
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<td>Multi-camera Production</td>
<td>Scripting for Games</td>
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<td>Project Management</td>
<td>Work-based Learning</td>
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<td>Documentary</td>
<td>News &amp; Editorial</td>
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<td>Specialist Journalism</td>
<td>The Web &amp; App Economy</td>
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<td>Multi-audio &amp; Studio Live Production</td>
<td>Asset Capture &amp; Management</td>
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<td>Podcast Production</td>
<td>Environment &amp; Level Design</td>
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<tr>
<td>Advanced Animation</td>
<td>Audiobooks &amp; Audio Guides</td>
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The purpose of Pearson BTEC Higher Nationals in Creative Media Production is to develop students as independent, professional, self-reflecting individuals, able to meet the demands of employers in the creative industries and adapt to a constantly changing world. The qualifications aim to widen access to higher education and enhance the career prospects of those who undertake them.

On successful completion of the Level 5 Higher National Diploma, students can develop their careers in the Sport & Exercise Science sector through:

- Entering employment;
- Continuing existing employment;
- Committing to Continuing Professional Development (CPD);
- Progressing to university.
Pearson BTECs combine a student-centred approach with a flexible, unit-based structure. Students are required to apply their knowledge to a variety of assignments and activities, with a focus on the holistic development of practical, interpersonal and higher level thinking skills. Assessment reflects not only what the student knows but also what he or she can do to succeed in employment and higher education in an ethical manner.

Pearson BTEC Higher Nationals have always allowed for a variety of forms of assessment evidence to be used, provided they are suited to the type of learning outcomes being assessed. For many units, the practical demonstration of skills is necessary and, for others, students will need to carry out their own research and analysis, working independently or as part of a team.
We are providing a wealth of support to ensure that tutors and students have the best possible experience during their course. We have worked with students and tutors worldwide to create an effective and interactive community for our qualifications, called HN Global, an exciting new online platform created by Pearson to engage with Higher National students and tutors around the world.

Created in parallel with the development of the new BTEC Higher National qualifications, HN Global houses a great number of resources for students to get the most out of their BTEC Higher National experience.

Pearson also offer Study Skills units to all learners – an online toolkit accessed on HN Global that supports the delivery, assessment and quality assurance of BTECs in centres.

www.highernationals.com

Do you need centre approval?

Providers wishing to deliver the new Pearson BTEC Higher National qualifications (Pearson BTEC Higher Nationals in Creative Media Production - first teaching September 2018) will be subject to a new qualification approval process, more aligned with that used in UK Higher Education. Email hnqa@pearson.com or visit qualifications.pearson.com/higher-nationals for more information about the process.
1. If a provider is already delivering the existing Higher National in Computing qualifications do they still need to obtain approval for delivering the new qualification?

Yes, existing providers would still be required to gain approval for delivering the new Higher National qualification but the process will be simplified for centres that meet the auto approval criteria. Approval will then be provisionally granted subject to the return of a signed declaration and payment of the approval fee. More details can be found in the support section of our website http://qualifications.pearson.com/

2. How long will the approval process take?

This will depend on whether the provider is eligible for auto approval. Once an existing provider has been notified of eligibility for auto approval, the approval will remain provisional until the provider returns the signed declaration and approval. If an existing provider is ineligible and requires a desk based review, the review cannot begin until the provider confirms its intention to proceed and the approval fee is paid. New providers will go through the standard provider approval process which currently takes about 20 days.
3. **Is it possible for students to change their pathway at the end of their first year on the course programme?**

Yes it is. Centres must ensure that the student will have undertaken sufficient learning to be able to progress to a different pathway. It may be necessary to undertake a mapping of Recognition of Prior Learning (RPL). Pearson have provide information on RPL Mapping (see http://qualifications.pearson.com) to assist centres in this process. Providers will need to advise Pearson registrations team and they will be able to transfer the student’s registration to the appropriate pathway.

4. **If Pearson are providing Example Assessment Briefs, do providers still have to devise their own assignments and complete internal verification of assignments?**

Yes they do. Example Assessment Briefs are for guidance and support only and can be customised and amended according to localised needs and requirements. All assignments must still be moderated as per the internal verification process.
highernationals@pearson.com

qualifications.pearson.com/higher-nationals