

Pearson Higher Nationals

Recognition of Prior Learning (RPL)

MAPPING DOCUMENT

QCF Pearson BTEC Level 4 Higher National Certificate in Creative Media Production mapped to the RQF Pearson BTEC Level 4 Higher National Certificate in Creative Media Production

For use with the following qualifications: Pearson BTEC Higher National Certificate/Higher National Diploma in Creative Media Production

lssue 1



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HNC in Creative Media Production: Unit Mapping Overview

- P Partial mapping (some topics from the old unit appear in the new unit)
- X Full mapping + new (all the topics from the old unit appear in the new unit, but new unit also contains new topic(s))
- N New unit

| Unit no. | Unit title New RQF HN programme | Maps to unit number on existing QCF HN programme | Level of similarity between units |
|-------------|---|--|--------------------------------------|
| 1 | Individual Project (Pearson-set) | 2 | Х |
| 2 | Creative Media Industry | | Ν |
| 3 | Professional Practice | | Ν |
| 4 | Audio Practices | 5 | Х |
| 5 | Audio Studies | 10 | Х |
| 6 | Scriptwriting for Sound | 26 | Х |
| 7 | Film & Television Practices | 6 | Х |
| 8 | Film Studies | 11 | Х |
| 9 | Light & Sound | 34 | Х |
| 10 | Journalism Practices | 7 | Х |
| 11 | Journalism & Society | 13 | Х |
| 12 | Digital Page Production | 41 | Х |
| 13 | Web & App Development Practices | | Ν |
| 14 | Web & App Development in Context | | N |
| 15 | Web Development | | Ν |
| 16 | Motion Graphics Practices | | N |
| 17 | Visual Effects & Motion Graphics Cultures | 1 | Р |
| 18 | Typography | | Ν |
| 19 | Visual Effects Practices | | Ν |
| 20 | 3D Modelling | | Ν |

| 21 | Game Development Practices | 9 | Р |
|----|--|----|---|
| 22 | Games in Context | 14 | Х |
| 23 | Game Design | 9 | Х |
| 24 | Radio Production | 19 | Р |
| | | 20 | Р |
| | | 21 | Р |
| | | 22 | Р |
| | | 23 | Р |
| | | 25 | Р |
| | | 28 | Р |
| | | 29 | Р |
| 25 | Audio Technologies | 24 | Р |
| 26 | Film & Video Editing | 31 | Х |
| 27 | Storyboarding | 51 | Р |
| | | 52 | Р |
| 28 | Investigative Journalism | 40 | Р |
| | | 42 | р |
| 29 | Shorthand | 43 | Х |
| 30 | Principles of Animation | 35 | Х |
| 31 | Art Development | 45 | Х |
| | | 46 | Р |
| 32 | Interview & Presentation Techniques | 27 | Х |
| _ | | 39 | S |
| 33 | Reportage | 40 | P |
| 34 | Principles of Photography | 30 | Х |
| 35 | Principles of User Experience & User Interface Design | | N |

Unit Mapping in Depth

The RQF Pearson BTEC Level 4 HNC Certificate in Creative Media Production mapped against the current QCF Pearson BTEC Level 4 HNC Certificate in Creative Media Production units (specification end date 31/08/2018).

| RQF HNC Units | | | QCF HNC units | | Mapping comments | |
|---------------|--|----|---|-------------|------------------|--|
| No | RQF unit title | No | QCF unit title | QCF LOs | RQF LOs | |
| 18 | Visual Effects & Motion Graphics Cultures | 1 | Contextual Studies for Creative Media Production | 1 2 | 1 3 | |
| 21 | Game Development Practices | 9 | Practical Skills for Computer Game Design | 2 1 3 | 2 3 4 | |
| 22 | Computer Games in Context | 14 | Computer Game Studies | 1 2 3 | 1 2 3 | |
| 24 | Radio Production | 19 | Speech Package Production for Radio | 3 | 3 | |
| | | 20 | Radio Magazine Programme Production | 3 4 | 3 4 | |
| | | 1 | Contextual Studies for Creative Media Production | 1 | 1 | |
| | | 23 | Music Sequence Production for Radio | 3 4 | 2 4 | |
| | | 25 | Radio Features Production | 3 4 | 3 4 | |
| | | 28 | Producing Multi-Platform Radio Programmes | 1 4 | 2 4 | |
| | | 29 | Radio Studio Technology | 1,2 | 2 | |
| 25 | Audio Technologies | 24 | Multi-track recording for radio production | 3 | 2 | |
| 27 | Storyboarding | 51 | Computer Game Storytelling Techniques | 2 1 | 1 4 | |
| | | 52 | Ideas Generation for Computer Games | 3 | 3 | |

| 28 | Investigative Journalism | 40 | Journalism for Print | 1 3,4 | 1 3 |
|----|--|----|---|-------------|-------------|
| | | 42 | Radio Journalism | 1 2 5 | 2 3 4 |
| 31 | Art Development | 45 | Drawing Techniques for Computer Game Concept Art | 1 2 | 2 3 |
| | | 46 | 2D Digital Graphics for Computer Games | 1 2 | 1 3 |
| 32 | Interview & Presentation Techniques | 27 | Interview and Presentation Techniques for Radio | 1 4 | 1 2 |
| | | 39 | Interview and Presentation Techniques for Television | 1 4 | 1 4 |
| 33 | Reportage | 40 | Journalism for Print | 4 2 | 2 3 |