

Edexcel Level 3 Subsidiary Diploma in Art and Design (Interactive Media)

The Edexcel BTEC Level 3 Subsidiary Diploma in Art and Design (Interactive Media) is a 60-credit and 360-guided-learning-hour (GLH) qualification that consists of four mandatory units **plus** optional units that provide for a combined total of 60 credits (where at least 45 credits must be at Level 3 or above).

For Interactive Media, a minimum of 10 credits must be chosen from the Interactive Media specialist list, a maximum of 10 credits from the professional specialist list and a maximum of 10 credits from Meeting Local Needs.

The units for the BTEC Nationals in Art and Design are on the CD ROM contained within the specification pack.

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Unit	Mandatory units	Credit	Level
1	Visual Recording in Art and Design	10	3
2	Materials, Techniques and Processes in Art and Design	10	3
3	Ideas and Concepts in Art and Design	10	3
4	Communication Through Art and Design	10	3
Unit	Professional specialist units (optional)	Credit	Level
5	Contextual Influences in Art and Design	10	3
7	Design Methods in Art and Design	10	3
8	Design Principles in Art and Design	10	3
9	Professional Practice in Art and Design	10	3
10	Personal and Professional Development in Art and Design	10	3
11	Freelance Work in Art and Design	10	3
12	Computers in Art and Design	10	3
13	Art and Design Specialist Contextual Investigation	10	3
14	Community Art	10	3
15	Fundraising for Art and Design	5	3
16	Promoting Art and Design Work	10	3
17	Management of Art and Design Projects	10	3

Unit	Professional specialist units (optional)	Credit	Level
18	Collaborative Working in Art and Design	10	3
19	Educating Through Art and Design	10	3
20	Developing Business Models for the Art and Design Sector	10	3
21	Starting a Small Business	10	3
22	Setting Up an Art and Design Studio	10	3
Unit	Interactive Media specialist units (optional)	Credit	Level
52	3D Animation	10	3
53	2D Animation Production	10	3
54	Film and Video Editing Techniques	10	3
55	Understanding Video Technology	10	3
56	Producing Video Installation Work	10	3
57	Human-Computer Interfaces for Computer Games	10	3
58	Sound in Interactive Media	10	3
59	Stop Motion Animation Production	10	3
60	Single Camera Techniques	10	3
61	Pre-production Techniques for the Creative Media Industries	5	3
62	Interactive Media Authoring	10	3
63	Interactive Media Design	10	3
64	Introduction to Music Technology	10	3
65	Audio Production Processes and Techniques	10	3
66	Digital Video Production for Interactive Media	10	3
67	Computer Game Engines	10	3
68	Computer Game Design	10	3
69	Sound for Computer Games	10	3
70	Computer Game Story Development	10	3

71	Soundtrack Production for the Moving Image	10	3
72	Drawing Concept Art for Computer Games	10	3
73	Web Animation for Interactive Media	10	3
74	Principles of Software Design and Development	10	3