

Vocational Media Studies

Exam Board Edexcel

Qualification Level 3 Diploma in Creative and Digital Media (QCF)



Entry Requirements GCSE English and Maths at Grade C

Content (Outline of Course)

We live in a digital age, and staying up to date with the pace of change is vital for business success. This course aims to increase the number of people who have the right skills for the creative media industries and to enable students to contribute effectively. It's ideal for those who are looking to work in a range of sectors, including TV, archives, animation, interactive media, film and photo imaging.

Assessment

To pass, students must achieve all the required units within the specified structure. The grading system ranges from Pass to Distinction*. Students must complete a minimum of 60 credits from a range of units including:

- Awareness of Employment in the Creative Media Sector
- Communicating and Presenting Ideas in the Creative Media Sector
- Awareness of Converging Digital Technology in the Creative Media Sector
- Research the Structure of the Radio Industry
- Research Audiences for Radio
- Contribute to the Creative Process in Radio
- Originate and Develop Ideas for Radio
- Undertake Research for Radio Content
- Work to a Brief for Radio Content
- Understand Legal and Ethical Requirements Relating to Photo Imaging
- Undertake Technical Adjustment of Images
- Prepare Image Output
- Agree the Photo Imaging Brief
- Undertake Colour Management Procedures

To successfully achieve a unit the student must gather evidence which shows that they have met the required standard in the assessment criteria.

Careers Guidance

Vocational Media Studies provides a good foundation for higher education and for further study of media-related courses. It is a great choice for people considering a career in the media. The aim of the course is to develop employees who are digitally multi-skilled and able to work cross-platform. Potential job roles for students with this qualification include: animator, broadcast journalist, computer games designer, internet/web professional, media researcher, photographer, radio producer, sound engineer, TV/film camera operator, TV/film director and associated TV/film roles.