

BTEC Nationals in Media Production

December 2007

Two new specialist units have been accredited for use in the following BTEC Nationals in Media Production:

Edexcel Level 3 BTEC National Award in Media Production (Games Development)

Edexcel Level 3 BTEC National Certificate in Media Production

Edexcel Level 3 BTEC National Certificate in Media Production (Games Development)

Edexcel Level 3 BTEC National Diploma in Media Production

Edexcel Level 3 BTEC National Diploma in Media Production (Games Development)

The new units are:

Unit 74: Designing Tests for Computer Games

Unit 75: Flash for Computer Games.

The new structures are as given in this document.

Edexcel Level 3 BTEC National Award in Media Production (Games Development)

In order to achieve an Edexcel Level 3 BTEC National Award in Media Production (Games Development) learners must complete the two core units, the mandatory specialist unit, and three other specialist units from the Nationals in Media Production (Games Development) list.

Edexcel Level 3 BTEC National Award in Media Production (Games Development)			
Unit	Core units	GLH	Level
1	Research Techniques for the Media Industries	60	3
2	Pre-Production Techniques for the Media Industries	60	3
Unit	Specialist unit (mandatory)		
12	Understanding the Computer Games Industry	60	3
Unit	Specialist units		
13	Working Freelance in the Media Industries	60	3
14	Developing a Small Business in the Media Industries	60	3
18	Digital Graphics for Interactive Media	60	3
19	Computer Game Platforms and Technologies	60	3
32	Stop Motion Animation Production	60	3
33	2D Animation Production	60	3
60	Video Production for Interactive Media	60	3
62	Motion Graphics and Compositing Video	60	3
63	Web Animation for Interactive Media	60	3
64	3D Modelling	60	3
65	3D Animation	60	3
66	3D Environments	60	3
67	Drawing Concept Art for Computer Games	60	3
68	Computer Game Engines	60	3
69	Object-Oriented Design for Computer Games	60	3
70	Computer Game Design	60	3
71	Sound for Computer Games	60	3
72	Computer Game Story Development	60	3
73	Human-Computer Interfaces	60	3
74	Designing Tests for Computer Games	60	3
75	Flash for Computer Games	60	3

Edexcel Level 3 BTEC National Certificate in Media Production

In order to achieve an Edexcel Level 3 BTEC National Certificate in Media Production learners must complete the four core units, the mandatory specialist unit, and seven other Nationals in Media Production specialist units.

Edexcel Level 3 BTEC National Certificate in Media Production			
Unit	Core units	GLH	Level
1	Research Techniques for the Media Industries	60	3
2	Pre-Production Techniques for the Media Industries	60	3
3	Production Management Project	60	3
4	Working to a Brief in the Media Industries	60	3
Unit	Specialist unit (mandatory)		
6	Understanding the Media Industries	60	3
Unit	Specialist units		
7	Understanding the Television and Film Industries	60	3
8	Understanding the Radio Industry	60	3
9	Understanding the Sound Recording Industry	60	3
10	Understanding the Print-Based Media Industries	60	3
11	Understanding the Interactive Media Industry	60	3
12	Understanding the Computer Games Industry	60	3
13	Working Freelance in the Media Industries	60	3
14	Developing a Small Business in the Media Industries	60	3
15	Film and Video Editing Techniques	60	3
16	Audio Production Processes and Techniques	60	3
17	Producing Print-Based Media	60	3
18	Digital Graphics for Interactive Media	60	3
19	Computer Game Platforms and Technologies	60	3
20	Understanding Video Technology	60	3
21	Single Camera Techniques	60	3
22	Multi-Camera Techniques	60	3
23	Writing for Television and Video	60	3
24	Television and Video Studies	60	3
25	Film Studies	60	3
26	Factual Programme Production Techniques for Television	60	3

Unit	Specialist units (continued)	GLH	Level
27	Corporate and Promotional Programme Production	60	3
28	Music Video Production	60	3
29	Advertisement Production for Television	60	3
30	Social Action and Community Media Production	60	3
31	Designing Idents for Television	60	3
32	Stop Motion Animation Production	60	3
33	2D Animation Production	60	3
34	Producing Video Installation Work	60	3
35	Interview Techniques for Media Production	60	3
36	Presentation Techniques for Broadcasting	60	3
37	Soundtrack Production for Television and Film	60	3
38	Scriptwriting for Radio	60	3
39	Speech Package Production	60	3
40	News Production for Radio	60	3
41	Radio Drama	60	3
42	Radio Studies	60	3
43	Music-Based Programming	60	3
44	Advertisement Production for Radio	60	3
45	Talking Books and Guides	60	3
46	Music Recording	60	3
47	Introduction to Music Technology	60	3
48	Writing and Editing Copy	60	3
49	Page Layout and Design	60	3
50	Factual Writing for Print	60	3
51	Marketing and Public Relations	60	3
52	Digital Graphics for Print	60	3
53	Graphic Narrative Production	60	3
54	Digital Communication	60	3
55	Photography and Photographic Practice	60	3
56	DVD Menu Design and Authoring	60	3
57	Web Authoring	60	3
58	Interactive Media Authoring	60	3
59	Interactive Media Practices	60	3

Unit	Specialist units (continued)	GLH	Level
60	Video Production for Interactive Media	60	3
61	Sound in Interactive Media	60	3
62	Motion Graphics and Compositing Video	60	3
63	Web Animation for Interactive Media	60	3
64	3D Modelling	60	3
65	3D Animation	60	3
66	3D Environments	60	3
67	Drawing Concept Art for Computer Games	60	3
68	Computer Game Engines	60	3
69	Object-Oriented Design for Computer Games	60	3
70	Computer Game Design	60	3
71	Sound for Computer Games	60	3
72	Computer Game Story Development	60	3
73	Human-Computer Interfaces	60	3
74	Designing Tests for Computer Games	60	3
75	Flash for Computer Games	60	3

Edexcel Level 3 BTEC National Certificate in Media Production (Games Development)

In order to achieve an Edexcel Level 3 BTEC National Certificate in Media Production (Games Development) learners must complete the four core units, the two mandatory specialist units, and six other Nationals in Media Production specialist units including at least four from the Nationals in Media Production (Games Development) list.

Edexcel Level 3 BTEC National Certificate in Media Production (Games Development)			
Unit	Core units	GLH	Level
1	Research Techniques for the Media Industries	60	3
2	Pre-Production Techniques for the Media Industries	60	3
3	Production Management Project	60	3
4	Working to a Brief in the Media Industries	60	3
Unit	Specialist unit (mandatory)		
12	Understanding the Computer Games Industry	60	3
19	Computer Game Platforms and Technologies	60	3
Unit	Specialist units		
13	Working Freelance in the Media Industries	60	3
14	Developing a Small Business in the Media Industries	60	3
18	Digital Graphics for Interactive Media	60	3
32	Stop Motion Animation Production	60	3
33	2D Animation Production	60	3
60	Video Production for Interactive Media	60	3
62	Motion Graphics and Compositing Video	60	3
63	Web Animation for Interactive Media	60	3
64	3D Modelling	60	3
65	3D Animation	60	3
66	3D Environments	60	3
67	Drawing Concept Art for Computer Games	60	3
68	Computer Game Engines	60	3
69	Object-Oriented Design for Computer Games	60	3
70	Computer Game Design	60	3
71	Sound for Computer Games	60	3
72	Computer Game Story Development	60	3
73	Human-Computer Interfaces	60	3

74	Designing Tests for Computer Games	60	3
75	Flash for Computer Games	60	3

Edexcel Level 3 BTEC National Diploma in Media Production

In order to achieve an Edexcel Level 3 BTEC National Diploma in Media Production learners must complete the five core units, the mandatory specialist unit, and twelve other Nationals in Media Production specialist units.

Edexcel Level 3 BTEC National Diploma in Media Production			
Unit	Core units	GLH	Level
1	Research Techniques for the Media Industries	60	3
2	Pre-Production Techniques for the Media Industries	60	3
3	Production Management Project	60	3
4	Working to a Brief in the Media Industries	60	3
5	Critical Approaches to Media Products	60	3
Unit	Specialist unit (mandatory)		
6	Understanding the Media Industries	60	3
Unit	Specialist units		
7	Understanding the Television and Film Industries	60	3
8	Understanding the Radio Industry	60	3
9	Understanding the Sound Recording Industry	60	3
10	Understanding the Print-Based Media Industries	60	3
11	Understanding the Interactive Media Industry	60	3
12	Understanding the Computer Games Industry	60	3
13	Working Freelance in the Media Industries	60	3
14	Developing a Small Business in the Media Industries	60	3
15	Film and Video Editing Techniques	60	3
16	Audio Production Processes and Techniques	60	3
17	Producing Print-Based Media	60	3
18	Digital Graphics for Interactive Media	60	3
19	Computer Game Platforms and Technologies	60	3
20	Understanding Video Technology	60	3
21	Single Camera Techniques	60	3
22	Multi-Camera Techniques	60	3
23	Writing for Television and Video	60	3
24	Television and Video Studies	60	3
25	Film Studies	60	3
26	Factual Programme Production Techniques for Television	60	3

Unit	Specialist units (continued)	GLH	Level
27	Corporate and Promotional Programme Production	60	3
28	Music Video Production	60	3
29	Advertisement Production for Television	60	3
30	Social Action and Community Media Production	60	3
31	Designing Idents for Television	60	3
32	Stop Motion Animation Production	60	3
33	2D Animation Production	60	3
34	Producing Video Installation Work	60	3
35	Interview Techniques for Media Production	60	3
36	Presentation Techniques for Broadcasting	60	3
37	Soundtrack Production for Television and Film	60	3
38	Scriptwriting for Radio	60	3
39	Speech Package Production	60	3
40	News Production for Radio	60	3
41	Radio Drama	60	3
42	Radio Studies	60	3
43	Music-Based Programming	60	3
44	Advertisement Production for Radio	60	3
45	Talking Books and Guides	60	3
46	Music Recording	60	3
47	Introduction to Music Technology	60	3
48	Writing and Editing Copy	60	3
49	Page Layout and Design	60	3
50	Factual Writing for Print	60	3
51	Marketing and Public Relations	60	3
52	Digital Graphics for Print	60	3
53	Graphic Narrative Production	60	3
54	Digital Communication	60	3
55	Photography and Photographic Practice	60	3
56	DVD Menu Design and Authoring	60	3
57	Web Authoring	60	3
58	Interactive Media Authoring	60	3

Unit	Specialist units (continued)	GLH	Level
59	Interactive Media Practices	60	3
60	Video Production for Interactive Media	60	3
61	Sound in Interactive Media	60	3
62	Motion Graphics and Compositing Video	60	3
63	Web Animation for Interactive Media	60	3
64	3D Modelling	60	3
65	3D Animation	60	3
66	3D Environments	60	3
67	Drawing Concept Art for Computer Games	60	3
68	Computer Game Engines	60	3
69	Object-Oriented Design for Computer Games	60	3
70	Computer Game Design	60	3
71	Sound for Computer Games	60	3
72	Computer Game Story Development	60	3
73	Human-Computer Interfaces	60	3
74	Designing Tests for Computer Games	60	3
75	Flash for Computer Games	60	3

Edexcel Level 3 BTEC National Diploma in Media Production (Games Development)

In order to achieve an Edexcel Level 3 BTEC National Diploma in Media Production (Games Development) learners must complete the five core units, the two mandatory specialist units, and eleven other Nationals in Media Production specialist units including at least seven from the Nationals in Media Production (Games Development) list.

Edexcel Level 3 BTEC National Diploma in Media Production (Games Development)			
Unit	Core units	GLH	Level
1	Research Techniques for the Media Industries	60	3
2	Pre-Production Techniques for the Media Industries	60	3
3	Production Management Project	60	3
4	Working to a Brief in the Media Industries	60	3
5	Critical Approaches to Media Products	60	3
Unit	Specialist units (mandatory)		
12	Understanding the Computer Games Industry	60	3
19	Computer Game Platforms and Technologies	60	3
Unit	Specialist units		
13	Working Freelance in the Media Industries	60	3
14	Developing a Small Business in the Media Industries	60	3
18	Digital Graphics for Interactive Media	60	3
32	Stop Motion Animation Production	60	3
33	2D Animation Production	60	3
60	Video Production for Interactive Media	60	3
62	Motion Graphics and Compositing Video	60	3
63	Web Animation for Interactive Media	60	3
64	3D Modelling	60	3
65	3D Animation	60	3
66	3D Environments	60	3
67	Drawing Concept Art for Computer Games	60	3
68	Computer Game Engines	60	3
69	Object-Oriented Design for Computer Games	60	3

Unit	Specialist units (continued)	GLH	Level
70	Computer Game Design	60	3
71	Sound for Computer Games	60	3
72	Computer Game Story Development	60	3
73	Human-Computer Interfaces	60	3
74	Designing Tests for Computer Games	60	3
75	Flash for Computer Games	60	3