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Creative iMedia - OCR - awarding body for A Levels, GCSEs ...

Pre-production skills R081 - PDF 2MB; Creating digital graphics R082 - This guide gives a range of ideas for lessons structured by learning outcome for this unit. PDF 1MB; Creating a multipage website R085 - This guide gives a range of ideas for lessons structured by learning outcome for this unit. PDF 878KB

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Please get in touch if you want to discuss the accessibility of resources we offer to support delivery of our qualifications: resources.feedback@ocr.org.uk We'd like to know your view on the resources we produce. By clicking on the 'Like' or 'Dislike' button you can help us to ensure that our resources work for you. When the email template pops up please add additional comments if ...

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OCR Creative iMedia (J817) - R081 Pre-Production Skills ...

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Unit: Marks: Duration: GLH* insert text: R081: Pre-production skills: 60: 1 hour 15 mins: 30: Written paper, OCR set and marked: R082: Creating digital graphics

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If you have any feedback on this Delivery Guide or suggestions for other resources you would like OCR to develop, please email resources.feedback@ocr.org.uk. Unit R089 Creating a digital video sequence LO1 Understand the uses and properties of digital video LO2 Be able to plan a digital video sequence LO3 Be able to create a digital video sequence LO4 Be able to review a digital video sequence

Cambridge NATIONALS LEVEL 1/2 CREATIVE IMEDIA

UNIT R087 CREATING INTERACTIVE MULTIMEDIA PRODUCTS DELIVERY GUIDE UNIT R087 - CREATING INTERACTIVE MULTIMEDIA PRODUCTS Guided learning hours : 15 PURPOSE OF THE UNIT This unit builds on units R081 and R082 and learners will be able to apply the skills, knowledge and understanding gained in those units.

Cambridge Nationals Creative iMedia Level 1/2 Unit R087 ...

UNIT R082 CREATING IGITAL GRAHICS OCR LEVEL 1/2 CAMBRIDGE NATIONALS IN CREATIVE IMEDIA ELIVER GUIE INTRODUCTION . This Delivery Guide has been developed to provide practitioners with a variety of creative and practical ideas to support the . delivery of this qualification. The Guide is a collection of lesson ideas with associated activities, which you may find helpful as you plan your lessons ...

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OCR has collaborated with current practitioners to ensure that the ideas put forward in this Delivery Guide are practical, realistic and dynamic. The Guide is structured by learning outcome so you can see how each activity helps you cover the requirements of this unit.

Cambridge NATIONALS LEVEL 1/2 CREATIVE IMEDIA

The latest version of this Delivery Guide can be downloaded from the OCR website. Unit R088: Creating a digital sound sequence LO1 Understand the uses and properties of digital sound LO2 Be able to plan a digital sound sequence LO3 Be able to create a digital sound sequence LO4 Be able to review a digital sound sequence

Cambridge NATIONALS LEVEL 1/2 CREATIVE IMEDIA

Guidance for teachers on using referencing and acceptable levels of guidance This guide is to help teachers to be clear about how students should reference work and what levels of guidance are acceptable. PDF 791KB; Teacher overview to referencing and over-guidance - video This video provides information for teachers on using referencing and on acceptable levels of guidance to students.

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OCR Cambridge Nationals Creative iMedia Award/Certificate qualification information including specification, exam materials, teaching resources, learning resources

Absolute clarity is the aim with a new generation of revision guide for the 2020s. This guide has been expertly compiled and edited by successful former teachers of Computer Science, highly experienced examiners and a good dollop of scientific research into what makes revision most effective. Past examinations questions are essential to good preparation, improving understanding and confidence. This guide has combined revision with tips and more practice questions than you could shake a stick at. All the essential ingredients for getting a grade you can be really proud of. Each specification topic has been referenced and distilled into the key points to make in an examination for top marks. Questions on all topics assessing knowledge, application and analysis are all specifically and carefully devised throughout this book.

The Game Maker's Apprentice shows you how to create nine exciting games using the wildly popular Game Maker game creation tool. This book covers a range of genres, including action, adventure, and puzzle games—complete with professional quality sound effects and visuals. It discusses game design theory and features practical examples of how this can be applied to making games that are more fun to play. Game Maker allows games to be created using a simple drag-and-drop interface, so you don't need to have any prior coding experience. It includes an optional programming language for adding advanced features to your games, when you feel ready to do so. You can obtain more information by visiting book.gamemaker.nl. The authors include the creator of the Game Maker tool and a former professional game programmer, so you'll glean understanding from their expertise.

Practical, complete coverage of game design basics from design process to production This full-color, structured coursebook offers complete coverage of game design basics, focusing on design rather than computer programming. Packed with exercises, assignments, and step-by-step instructions, it starts with an overview of design theory, then progresses to design processes, and concludes with coverage of design production. Jim Thompson, Barnaby Berbank-Green, and Nic Cusworth (London, UK) are computer game designers and lecturers in animation and computer game design.

Manage your own revision with step-by-step support from experienced teacher and examiner Kevin Wells. Use specific case studies to improve your knowledge of business processes and topics. Apply business terms accurately with the help of definitions and key words. -Plan and pace your revision with the revision planner -Use the expert tips to clarify key points -Avoid making typical mistakes with key expert advice -Test yourself with end-of-topic questions and answers and tick off each topic as you complete it -Get exam ready with last minute quick quizzes at www.hoddereducation.co.uk/myrevisionnotes

Written by experts and in partnership with OCR, the brand-new OCR Cambridge Nationals in ICT Student's Book provides invaluable guidance for your teaching of the OCR Cambridge Nationals in ICT Level 1/2. This textbook covers the mandatory Units 1 and 2 in detail, offering your students the knowledge and practice they require. Unit 1 - Understanding Computer Systems - Coverage of use of applications and systems - Case studies of how they are used for different purposes - Exam style questions and guidance Unit 2 - Using ICT to Create Business Solutions - Coverage of the principles of use of relevant software to meet specified business needs - Illustrations of best practice - Activities and guidance to help students in producing their own examples

Teaches basic syntax and programming techniques and introduces three modules; Tkinter, SQLite, and pdb.

Learn to program fast in 155 challenges, 54 examples and 85 pages This book is a 'gamified' approach to Python, aimed at supporting GCSE and KS3 students, with complete coverage of the GCSE programming requirements. There's no substitute for practice when it comes to learning a new skill Python syntax is simple to learn, but becoming an expert in writing programs to solve different kinds of problems takes a bit longer. That's why this book has a short explanation of each new statement or technique, followed by one or more examples and then loads of practice challenges. Some of the challenges will take you only a minute or two, using the Python Interactive window to try out new statements and get immediate results. As you get further into the book, you will be challenged to write programs to perform different kinds of tasks - for example to find the results of a calculation, write a program for a simplified cash machine, sort a list of items into alphabetical order, or to record data in a text file to be read, formatted, and printed. The programming solutions to some challenges have been helpfully simplified for an inexperienced programmer to modify rather than to write from scratch. This builds your confidence in problem-solving. That's why 35 challenges consist of partially written programs for you to complete.

This book is a straightforward guide to the Visual Basic programming language and programming techniques. It covers all of the practical programming skills that may be required up to GCSE level and for those at AS Level with limited exposure to VB. It is suitable for both experienced programmers, students or individuals with very little or no programming experience in other languages. It teaches basic syntax and programming techniques and introduces a number of useful features such as: Developing graphical user interfaces (GUIs) with the visual designer in visual studio. SQLite, which enables the creation and processing of a database from within a Visual Basic .NET program. This provides an alternative to writing to a text file when data needs to be stored and retrieved. The Visual Studio debugger, which can be used to help find elusive logic errors.

Introduction to Media Production began years ago as an alternative text that would cover ALL aspects of media production, not just film or just tv or just radio. Kindem and Musburger needed a book that would show students how every form of media intersects with one another, and about how one needs to know the background history of how film affects video, and how video affects working in a studio, and ultimately, how one needs to know how to put it all together. Introduction to Media Production is the book that shows this intersection among the many forms of media, and how students can use this intersection to begin to develop their own high quality work. Introduction to Media Production is a primary source for students of media. Its readers learn about various forms of media, how to make the best use of them, why one would choose one form of media over another, and finally, about all of the techniques used to create a media project. The digital revolution has exploded all the former techniques used in digital media production, and this book covers the now restructured and formalized digital workflows that make all production processes by necessity, digital. This text will concentrate on offering students and newcomers to the field the means to become aware of the critical importance of understanding the end destination of their production as a part of pre-production, not the last portion of post production. Covering film, tv, video, audio, and graphics, the fourth edition of Introduction to Digital Media promises to be yet another comprehensive guide for both students of media and newcomers to the media industry.

Trust highly experienced teachers and authors Judi Brown, Sarah McAtominney and Kevin Wells to guide learners through the redeveloped Level 1/Level 2 Cambridge National in Creative iMedia (J834). This thorough, accessible and OCR-endorsed introduction to the Creative iMedia industry will develop your learners' understanding of the core examined content and boost the skills required to tackle the NEA with confidence. This OCR-endorsed textbook is: - Comprehensive. Gain in-depth knowledge of the examined unit with clear explanations of every concept and topic, and develop the skills and understanding for the practical non-examined units, each of which is covered in detail. - Accessible, reliable and trusted. Structured to match the specification and provide the information required to build knowledge, understanding and skills across accessible and easy-to-use chapters and learning features. - Designed to support you. Boost confidence when preparing for assessment with plenty of activities and practice questions. - Your go-to guide. Expert authors have carefully designed tasks and activities to build your skills and aid progression, and written questions to assess your understanding.

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