Cambridge National Creative I-media
R087 Creating Interactive Multimedia Products: Learning Journey

What are we learning about?
In LO1 we will investigate how and where different interactive multimedia products are used and their purposes across different industry sectors; understand the elements you need to consider when designing such a product; investigate the hardware, software and peripherals required; and understand the limitations that may be caused by connections, broadband, bandwidth and data transfer.

Why are we learning about it?
Before we can set about designing an effective interactive multimedia product we need to understand the current uses of the medium, the resources needed to create one and the connectivity required.
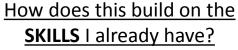
What new KNOWLEDGE will I gain?
You will gain knowledge of the main fields in which interactive multimedia products are used, and the elements needed to be considered in their design. You will also gain new knowledge of the hardware and software to create one and the strengths and weaknesses of different methods of data transfer.

LO1: Understand the uses and Properties of interactive Multimedia Products

How does this build on the SKILLS I already have?
LO1 will build on the technical skills of creating interactive multimedia products that you gained in the Kiosk unit at KS3.

What new SKILLS will I develop?
You will develop new skills in categorizing the interactive multimedia that we use everyday; selecting suitable design features to reflect the use of different products; using resources with properties which are relevant to the project; and identifying the link between design and connectivity.

How does this build on the KNOWLEDGE I already have?
LO1 will build on the knowledge of interactive multimedia products you gained in the Kiosk unit at KS3. It also refers to understanding the resources and design elements that you used in the KS3 Animation and Graphics units and in the R082 Graphics unit. You also will need to be aware of avoiding offence to audiences which was discussed in KS3 Safety & Security.

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What are we learning about?
In LO2 we plan an interactive multimedia product to meet a client brief; identify its target audience; produce a series of visualisation diagrams and a production workplan; identify the assets and resources needed to create such a product; create and update a test plan for the product; and discuss the relevant legislation.

Why are we learning about it?
Planning is a key part of creating an interactive multimedia product. Of key importance is to understand exactly what the client wants and who the target audience is. LO2 offers practical experience in planning techniques and collecting the necessary building blocks of the design. It also details the legal concerns that must be taken into consideration when using assets like sound and video content to avoid prosecution.

What new KNOWLEDGE will I gain?
You will gain knowledge of how to satisfy different client briefs and understand how different groups within target audiences might have different requirements from an interactive multimedia product. You will learn of the importance of careful identification of assets and resources, as well as the key issues that must be checked to ensure the product is legally compliant.

LO2: Be Able to Plan an Interactive Multimedia Product

How does this build on the SKILLS I already have?
LO2 will build on the technical skills you used in the Kiosk unit at KS3. It will also build on your skills in interpretation of client requirements and audiences you used in KS3 Animation and Graphics and in the R082 Graphics unit. It also builds on your skills in compiling project assets that you used in KS3 Movie Making and in the R082 Graphics unit.

What new SKILLS will I develop?
You will develop new skills in identifying a target market for an interactive multimedia product and its requirements; producing a work plan and visualisation diagrams for an interactive multimedia product; and identifying online assets for such a product.

How does this build on the KNOWLEDGE I already have?
LO2 will build on the knowledge of interactive multimedia products you gained in the Kiosk unit at KS3. It also refers to the knowledge of design briefs and target audiences you used in the KS3 Animation and Graphics units and in the R082 Graphics unit. You will also use the knowledge of accessing project assets that you used in KS3 Movie Making.

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What are we learning about?
In LO3 we learn how to source, create, repurpose and store assets for an interactive multimedia product; set up interaction and playback controls; save and export in suitable formats; and use version control when developing the product.

Why are we learning about it?
Creating the interactive multimedia product is a key part of the unit and it must be done in such a way as to meet the end user's requirements. This fitness for purpose is central to LO3 and the success of the project will be judged largely on how much consideration has been given to the product's purpose at this stage.
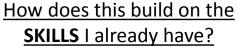
What new KNOWLEDGE will I gain?
You will gain knowledge of the advanced interaction and playback capabilities of your multimedia software. You will also understand how to source and reference online assets for an interactive multimedia product, and how to repurpose and create your own. You will also gain knowledge in the appropriate saving, exporting and version control of such a product.

LO3: Be Able to Create an Interactive Multimedia Product

How does this build on the SKILLS I already have?
LO3 will build on the technical skills you used in building your Kiosk system at KS3. It also builds on your skills in compiling project assets and exporting in suitable formats that you used in KS3 Movie Making and in the R082 Graphics unit.

What new SKILLS will I develop?
You will develop new skills in the advanced interaction and playback features of your multimedia software; sourcing or repurposing online assets for such a product and creating your own; and choosing suitable export formats for interactive multimedia.

How does this build on the KNOWLEDGE I already have?
LO3 will build on your knowledge of interactive multimedia products from the KS3 Kiosk unit. It also builds on your knowledge of appropriate project assets from KS3 Animation and Graphics units, and choosing compatible formats from KS3 Movie Making and in the R082 Graphics unit.

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What are we learning about?
In LO4 we learn how to review our interactive multimedia product and identify areas for improvement and further development.

Why are we learning about it?
Once the interactive multimedia product has been carefully researched, planned and created, it is important to be able to critically look at the strengths and weaknesses of the result and how far it meets the client's requirements. This informs both changes that could be suggested for further versions of the product, and also to the whole design process used in subsequent projects.

What new KNOWLEDGE will I gain?
You will gain knowledge of how to review an interactive multimedia product and what areas of improvement and further development should be included in a formal project review.

LO4: Be Able to Review an Interactive Multimedia Product

What new SKILLS will I develop?
You will develop new skills in reviewing an interactive multimedia product demonstrating an understanding of what worked well and what did not. You will also need new skills in identifying areas for improvement and development of such a product in terms of meeting the specific brief.

How does this build on the SKILLS I already have?
LO4 will build on the skills of self and peer assessment you have applied to each unit in KS3 and of reviewing media projects you used in the R082 Graphics unit.

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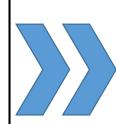## R087 Creating Interactive Multimedia Products: Learning Journey

What are we learning about?
In this unit of work we learn how to understand the uses and properties of interactive multimedia products; plan an interactive multimedia product; create an interactive multimedia product; and review an interactive multimedia product.
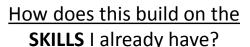
Why are we learning about it?
Interactive multimedia products are widely used in the modern world, from fast food restaurant ordering systems to tourist information stations. The skills learned in the planning, creating and reviewing of the product are transferable to many other areas of design where an awareness of connectivity and data transfer methods are central to the process.

What new KNOWLEDGE will I gain?
You will gain knowledge of what different interactive multimedia projects look like and what they can be used for; how the planning stage is of key importance; how the product's design is rooted in the end user's requirements; and how limitations in connectivity can inform the design process.

R087 Unit Overview

How does this build on the SKILLS I already have?
This unit will build on the technical skills you used in building your system for the Kiosk unit at KS3. It will also build on your skills in interpretation of client requirements and audiences you used in KS3 Animation and Graphics, and in the R082 Graphics unit. It also builds on your skills in compiling project assets and exporting in suitable formats that you used in KS3 Movie Making and in the R082 Graphics unit.

What new SKILLS will I develop?
You will develop new skills in categorizing interactive multimedia products and identifying key aspects of their target audience. You will also identify appropriate assets to source, repurpose and create for an interactive multimedia product and ensure the product is technically compatible with any limitations of connectivity and data transfer speed.

How does this build on the KNOWLEDGE I already have?
This unit will build on the knowledge of interactive multimedia, appropriateness for audience, and fitness for purpose that you have previously encountered in the Animation, Kiosk, Safety & Security and Movie Making Units from KS3, and in the R082 Graphics unit.