

## OCR National Diploma in Media, Art and Games Design

### Introduction

Do you consider yourself a creative individual? Do you enjoy computer games? Would you like a career in the media? The OCR National Diploma in Media, Art and Games Design is equivalent to 3 A-levels and consists of three distinct strands: Media, Art and Games Design.

On the completion of the course, you will have taken part in a public exhibition of your work, produced a portfolio (which can be used for university and job interviews) and created a five-year career plan.

### Year 1

The first unit in the media strand is an introduction to media, giving you a good foundation of knowledge which will help you in the other two media based units. In these units you will design and produce your own media product.

The art strand begins with developing your skills in ideas generation. Having developed these skills you will look at hand-drawn art and digital art using applications such as Adobe Photoshop. Finally in this strand, you will study photography and digital manipulation of your pictures.

The games design strand in the first year involves one large project where you create a new game; designing the characters, worlds and walkthroughs, looking at 3D modelling and programming your game in packages such as DarkBASIC.

### Year 2

In the second year the media strand will begin with you developing an advertising campaign for the media product you made in the first year. Following this you will look at producing factual and fictional writing.

The art strand will start with design and layout; you will create a product to a given brief. You will study cartooning and animation, looking at different methods including Macromedia Flash. Lastly, you will learn how to pitch an idea to a potential client and take part in an exhibition of all your work.

Having created your game in the previous year in the games design strand, you will now look at how games are published and made available for people to buy. You will then study computer games technologies, analysing the current market and looking at the future of gaming. Finally, you will create a five-year career plan.

### Assessment

Each unit is assessed by coursework only which is internally marked and externally moderated by OCR. All units must be completed to gain the qualification.

You are expected to take active responsibility for your own projects. You will be given several briefs for which you must plan, produce and evaluate solutions to a set deadline, simulating the real world.

### Specific Entry Criteria

Grade C in English Language and preferably a grade C in GCSE Art.