Summary

You will live and breathe film and TV while studying this course. The curriculum is packed with practical applications to inspire and enthuse learners to consider a career in the Creative Digital Media sectors. The course will give you the opportunity to gain a broad knowledge of, and develop skills in, the Creative Digital Media Industry, which encompasses EG TV/Film, animation, video games development and publishing design.

What are the course aims?	What can it lead to?
This course will develop students who want to work in the publishing, game development, media, television and film industries.	Do you want to be the next J.J. Abrams? Would you like to help develop the next Call of Duty? If so, then this could be the course for you. Most students progress onto Level 3 Creative Digital Media Production or Level 3 Video Game Design.

What will I study on this course?

This is a very practical one-year course assessed through nine units.

There are three core units:
- Digital media sectors and audiences
- Media in context
- Planning and pitching a digital media product

There are a range of specialist practical units developing a variety of creative media skills, including:
- Editing movie images
- Digital art for media products
- Advertising production

Are there opportunities for trips or fieldwork?

These will be offered to learners throughout the course.

Are there any other costs?	No

How will I be assessed?	What are the entry requirements?
Through a range of creative assessment methods. There are two exam units and the remainder are assessed at pass, merit or distinction.	You are expected to have an interest in both media and film and an interest in making your own material. A range of GCSE passes, with some at grade D or above, particularly English and Maths.

Contact us	Have you visited our website?
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Tel: 023 8087 4874 • Fax: 023 8087 4879 Web: www.totton.ac.uk • Email: info@totton.ac.uk	See the range of courses that Totton College provides, as well as up-to-date news and events.