

## Level 3 Advanced Apprenticeship in Creative and Digital Media (QCF)

### About the course

This qualification forms the knowledge component of the Advanced Apprenticeship in Creative Digital Media. The aim of the Apprenticeship is to develop employees who are digitally multi-skilled and able to work cross-platform. This qualification gives learners the opportunity to focus on specific aspects of knowledge that suit their intended progression route.

### Structure of Course

Qualification credit value: a minimum of 20 credits and a maximum of 30 credits. Minimum credit to be achieved at the level of the qualification (level 3): 15 credits. All units are optional.

### Assessment

To achieve a unit learners must:

- achieve all the specified learning outcomes
- satisfy all the assessment criteria by providing sufficient and valid evidence for each
- provide evidence that it is their own work and sufficient to demonstrate that they have the knowledge, skills and understanding for each assessment criteria within the unit
- cross reference evidence within and between units, where it is appropriate. This gives learners focus and helps with internal verification and standardisation processes. It will also help to ensure that learner feedback is specific to the assessment criteria.

Learners should be assessed when they can consistently meet the standard required in the assessment criterion.

### Contact us

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### Course Modules

#### Optional Units –

- Unit 1 2D Digital Art for Computer Games
- Unit 2 Media Audiences and Products
- Unit 3 Photography Techniques
- Unit 4 Print Production
- Unit 5 Research for Creative Media Production
- Unit 6 Video Production
- Unit 7 2D Animation Production
- Unit 8 3D Animation
- Unit 9 3D Environments
- Unit 10 3D Modelling
- Unit 11 Advertisement Production for Television
- Unit 12 Audio Production Processes and Techniques
- Unit 13 Communication Skills for Creative Unit Media Production
- Unit 14 Computer Game Story Development
- Unit 15 Creative Media Production Management Project
- Unit 16 Critical Approaches to Creative Media Products
- Unit 17 Designing Idents for Television
- Unit 18 Digital Communication
- Unit 19 Digital Graphics for Computer Games
- Unit 20 Digital Graphics for Interactive Media

*Remaining units can be found on the providing qualification board's website*