

**Y12 BTEC National Certificate in Media Production  
NQF: Level 3- 720 GLH Exam Board: Edexcel**

**Year 2:**

UNIT TITLE	Assessment
<p><b>Unit 2: Pre-Production Techniques for the Media Industries</b></p> <p>This unit will develop learners' understanding of pre-production, covering the resource requirements for production and post-production, how to locate them and how to organise their deployment. An exploration of health, safety and legal issues will enable learners to conduct production risk assessments and develop an awareness of the rights and responsibilities of programme makers.</p> <p>Learners will be able to undertake pre-production work in many different situations as they progress through the production units in this qualification.</p>	
<p><b>Unit 3: Production Management Project</b></p> <p>This unit gives learners the opportunity to enhance their skills through the planning and management of a media production. Learners will apply the skills, knowledge and understanding which they have developed in other units to the management of a media production either by undertaking and managing an individual assignment or through taking a major role in a production team which is broken down into several smaller teams, possibly encompassing several different media.</p>	
<p><b>Unit 19: Computer Game Platforms and Technologies</b></p> <p>The games industry is constantly evolving, both creatively and technologically, and it is important that learners keep up to date with the latest developments. This unit encourages not only the study of hardware and software technologies, but also the combination of these components into playable systems for use by single players and interactively among teams.</p>	
<p><b>Unit 28: Music Video Production</b></p>	

Music videos provide the ideal opportunity for experimenting with visual moving imagery allowing learners to use their creative imagination to the full and to apply technical skills which have been developed in other units.

The study of established styles and conventions of the music video is a starting point as learners need to understand what has already been done in order to develop their own ideas. They can then experiment with techniques to create music videos which might reflect their own musical interests. They will also be able to enhance and further develop the transferable skills of video production, in particular the postproduction techniques of editing and effects application with the potential for advanced techniques such as mixing digital or stop-frame animation with live footage and chroma key effects.

### **Unit 37: Soundtrack Production for Television and Film**

This unit recognises the range of practices, techniques and levels of specialisation within moving image production and specifically addresses the skills required for individuals operating in a digital video production context where crew members are required to be multi-skilled. This is distinct from a more specialist approach to be found within productions with higher crewing levels.

The unit is designed to develop the skills needed for the production of soundtracks for video or film projects. It addresses a range of recording and post-production skills at a level appropriate for learners involved in such production. However, it can also provide a broad base for learners following a more specialist audio pathway.

### **Unit 43: Music-Based Programming**

This unit will enable learners to develop skills in music-based programming for two different but closely related contexts in the radio and sound recording industries: radio broadcasting and in-store audio. They will develop music sequences for a range of different audiences or clients, exploring how speech and feature material can be incorporated into these sequences. Learners will develop an understanding of this type of programming in order to inform their production work and will also develop their ability to explain how the production choices made are suitable for the intended audiences.

## **Unit 57: Web Authoring**

This unit provides knowledge, skills, understanding and practical experience for learners in authoring for the worldwide web. It will provide learners with core knowledge and skills appropriate to a wide range of jobs classified under the broad title of web authoring including web page design, website publishing, testing and planning, and search engine optimisation.