



BTEC National Diploma

Digital Publishing

Equivalent to 4 A Levels

120-credit and 720 Guided Learning Hour qualification

Why study IT?

The world of work is continually changing and new opportunities are available in the digital publishing industry. We underpins everything that we do, and has changed our vision to embark upon many different journeys. Web design, digital graphics, game development and animation design are some of the possible careers stemming from the successful completion of this course.

What is the course structure?

This course is the equivalent to the BTEC Certificate level for students who need to complete 120 credits, which is the equivalent of 2 A Levels or the Extended Diploma, that is equivalent to three A Levels. Students studying the diploma will complete 720 Guided Learning Hours.

		Diploma (2 A-Level)
	Autumn Term	Unit 28: Image Manipulation Unit 29: Digital Graphics
	Spring Term	Unit 30: Page layout design for digital media Unit 31: Digital Media Skills
	Summer Term	Unit 7: Media Enterprise Unit 22: Web Production
	Autumn Term	Unit 12: Website Production Unit 31 Coding for web-based media
	Spring Term	Unit 8: Responding to a commission Unit 27: Digital Photography

1. Image Manipulation

In this unit you will learn about the different historical processes and methods used to create and manipulate images in the media industries, both to create images for promotional purposes and to create composite and manipulated images.

You will learn how to digitally manipulate and enhance images using software such as Adobe Photoshop and GIMP to create and manipulate images for use in a media product. You will learn how to digitally manipulate and enhance images using software such as Adobe Photoshop and GIMP to create and manipulate images for use in a media product.

2. Digital Graphics

In this unit you will explore the purposes and characteristics of 2D digital graphics and use industry practice to influence your development. You will be required to plan and design your own digital graphics for an intended purpose. There is a strong emphasis on the development of practical skills in this unit and you will need to demonstrate creativity and technical proficiency through the use of software and hardware to produce digital graphics. Create and manipulate images of various types and manipulate digital images.

3. Development design for digital media

You will learn the important differences between designing for digital and print formats and have the opportunity to plan, design and produce complete layouts for both the screen and the page. When you respond to a design brief, you will adapt your design to create digital and print layouts for a range of digital and print media. You will learn how to create and manipulate images for use in a media product.

proficiency through a series of designs for digital and printed platforms. In this unit you will create layout designs for digital...

4. Website Production

Media production involves generating content, creating a storyboard, writing a script, producing content and designing imaginative web pages that combine engaging content, functionality and effective design to enhance the user's experience. This unit links a number of skills and techniques to understand the larger context of the industry and the impact of user performance on the user's experience.

5. Client

required to implement web pages using these tools.

Digital Media Skills

This unit allows you to demonstrate, through constructing a digital media product, the skills you have developed in media production across other units. You will learn how to work to a client brief relating to a specific project. This unit will allow you to understand the requirements of a client brief and how to respond to it. You will also learn how to work to a client brief and how to respond to it.

7. Media Enterprise

In this unit, you will learn how to work to a client brief and how to respond to it. You will also learn how to work to a client brief and how to respond to it. This unit will allow you to understand the requirements of a client brief and how to respond to it. You will also learn how to work to a client brief and how to respond to it.

8. Responding to a Client

In this unit, you will learn how to work to a client brief and how to respond to it. You will also learn how to work to a client brief and how to respond to it. This unit will allow you to understand the requirements of a client brief and how to respond to it. You will also learn how to work to a client brief and how to respond to it.

Which activities will I be engaged in during the course?

Students will develop sophisticated practical skills in varied applications of ICT. The course has a strong practical nature, where students will develop solutions to demonstrate their understanding of the academic reasoning and problem-solving skills.

The following link will provide access directly to the BTEC specification for this course:..

<https://www.youtube.com/user/Phlearn1JC> - excellent video tutorials for learning to code

<https://www.youtube.com/user/MaxHowTos> - 3d modelling online tutorials

[3dtotal.com - http://www.3dtotal.com](https://www.youtube.com/user/3dtotal) 3d modelling, lighting, texturing and rendering tutorials