

Personal Learning Checklist (PLC)



Subject – Creative iMedia	Topic – R081 examination content
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S = I have Summarised ✓ O = I have Organised (RAG or ☺☹☺) R = I have Recalled ✓ T = I have Tested Myself ✓

Key Idea		S	O	R	T
Learning Outcome 1: Understand the purpose and content of pre-production	I can describe the purpose and uses for: mood boards, mind maps/spider diagrams, visualisation diagrams, Storyboards, scripts				
Learning Outcome 1: Understand the purpose and content of pre-production	I can list the content of: mood boards, mind maps/spider diagrams, visualisation diagrams , i.e.: images, graphics, logos, text, storyboards , i.e.: ,number of scenes, scene number, timings, camera shots (e.g. close up, mid, long) camera angles (e.g. over the shoulder, low angle, aerial), camera movement (e.g. pan, tilt, zoom or using a track and dolly), lighting (e.g. types, direction), sound (e.g. dialogue, sound effects, ambient sound, music), locations (e.g. indoor studio or other room, outdoor), camera type i.e. ,still camera ,video camera, virtual camera (e.g. for 3D Animations, 3D Modelling or computer games), scripts , i.e.: set or location for the scene, direction (e.g. what happens in the scene, interaction), shot type, camera movement, sounds (e.g. for actions or events), characters dialogue (e.g. intonation, loudness, emotion), formatting and layout .				
Learning Outcome 2: Be able to plan pre-production	I know how to interpret client requirements for pre-production (e.g. purpose, theme, style, genre, content) interpret a specific brief (e.g. by client discussion, reviewing a written brief, script or specification)				
	I can identify timescales for production based on target audience and end user requirements				
	I know how to conduct and analyse research for a creative digital media product, i.e. using primary sources using secondary sources				
	I can produce a work plan and production schedule to include: tasks, activities, work flow, timescales, resources Milestones, contingencies.				
	I know the importance of identifying the target audience and how they can be categorised , i.e. gender, age, ethnicity, income, location, accessibility				

	I know the hardware, techniques and software used for: digitising paper-based documents, creating electronic pre-production documents				
	I know the health and safety considerations when creating digital media products (e.g. , use of risk assessments, location recces, safe working practices				
	I know legislation regarding any assets to be sourced, i.e.: copyright, trademarks, intellectual property				
	I know how legislation applies to creative media production, i.e.: data protection, privacy, defamation certification and classification, use of copyrighted material and intellectual property.				
Learning Outcome 3: Be able to produce pre-production documents	I can create a: mood board, mindmap/spider diagram, visualisation diagram or sketch, storyboard				
	I can analyse a script e.g. scenes/locations, characters, resources and equipment needed				
	I know the properties and limitations of file formats for still images the properties and limitations of file formats for audio the properties and limitations of file formats for moving images, i.e.: video, animation				
	I know suitable naming conventions e.g. version control, organisational requirements				
	I know how to identify appropriate file formats needed to produce: pre-production documents final products in line with client requirements				
Learning Outcome 4: Be able to review pre-production documents	I can review a pre-production document for: format, style, clarity, suitability of content for the client and target audience				
	I can identify areas for improvement in a pre-production document, colour schemes, content, additional scenes				