

# Qualification factsheet

## Qualification overview

<b>Qualification title</b>	NCFE Level 1/2 Technical Award in Interactive Media		
<b>Qualification number (QN)</b>	603/7005/1		
<b>Total qualification time (TQT)</b>	155	<b>Guided learning hours (GLH)</b>	141
<b>Entry requirements</b>	There are no specific prior skills/knowledge a learner must have for this qualification.		

## About this qualification

The Level 1/2 Technical Award in Interactive Media is designed for learners who want an introduction to interactive media that includes a vocational and project-based element. The qualification will appeal to learners who wish to pursue a career in the interactive media sector or progress onto further study.

The Level 1/2 Technical Award in Interactive Media complements GCSE qualifications. It is aimed at 14 to 16 year olds studying key stage 4 (KS4) curriculum who are interested in the interactive media industry sector. This qualification is designed to match the rigour and challenge of GCSE study. The qualification is graded at level 1 pass, merit, distinction and level 2 pass, merit, distinction and distinction\* (equivalent to GCSE grades 8.5 to 1).

This qualification is part of a suite of technical award qualifications that have been developed to meet the Department for Education's (DfE's) requirements for high-quality, rigorous qualifications that:

- have appropriate content for the learner to acquire core knowledge and practical skills
- allow the qualification to be graded
- provide synoptic assessment
- enable progression to a range of study and employment opportunities

## Qualification structure

To be awarded this qualification, learners are required to successfully demonstrate the knowledge and skills to meet the requirements of all 7 content areas of this qualification.

### Content areas

1. Types of interactive media products and their features
2. Interactive media and the audience
3. Software and hardware options for interactive media products
4. Product proposals and planning for interactive media products
5. Developing an interactive media product
6. Promotion and presentation of interactive media products
7. Review of production processes and final product

## Assessment

The qualification has 2 assessments externally-set by NCFE: one non-exam assessment and one written examined assessment

<b>Assessment breakdown</b>		<ul style="list-style-type: none"><li>• 1 hour 30 minutes examined assessment</li><li>• 17 hours non-exam assessment, plus 2 hours of preparation time</li></ul>
<b>Non-exam assessment (NEA)</b>	Weighting (60%)	Externally-set, internally marked and externally moderated: <ul style="list-style-type: none"><li>• synoptic project</li></ul>
<b>Examined assessment (EA)</b>	Weighting (40%)	Externally-set and externally marked: <ul style="list-style-type: none"><li>• written exam</li></ul>
<b>Total</b>	100%	Overall qualification grades: L1P, L1M, L1D, L2P, L2M, L2D, L2D*

## Progression opportunities

Depending on the grade the learner achieves in this qualification, they could progress to level 2 and level 3 qualifications and/or GCSE/A Levels.

Learners who achieve at level 1 might consider progression to level 2 qualifications post-16, such as:

- GCSE Media Studies
- diploma in creative media
- study at level 2 in a range of technical routes that have been designed for progression to employment, apprenticeships and further study, examples might include level 2 technical certificates in:
  - interactive media
  - art and design
  - creative craft
  - graphic design
  - creative studies: interactive media
  - computer games development/design

Technical certificate qualifications provide post-16 learners with the knowledge and skills they need for skilled employment or for further technical study.

Learners who achieve at level 2 might consider progression to level 3 qualifications post-16, such as:

- NCFE Level 3 Applied General Certificate in Art and Design (601/8898/4)
- NCFE Level 3 Certificate in Creative Craft (603/3253/0)
- level 3 in interactive media
- level 3 in media studies
- other level 3 qualifications (including Advanced GCSE) in creative and media-related subjects
- A Level in Media Studies

Learners could also progress into employment or onto an apprenticeship. The understanding and skills gained through this qualification could be useful to progress onto an apprenticeship in the interactive media sector through a variety of occupations.

## Contact us

NCFE  
Q6  
Quorum Park  
Benton Lane  
Newcastle upon Tyne  
NE12 8BT

Tel: 0191 239 8000\*

Fax: 0191 239 8001

Email: [customersupport@ncfe.org.uk](mailto:customersupport@ncfe.org.uk)

Website: [www.ncfe.org.uk](http://www.ncfe.org.uk)

**NCFE © Copyright 2024 All rights reserved worldwide.**

Version 1.1 August 2024

Information in this qualification factsheet is correct at the time of publishing but may be subject to change.

NCFE is a registered charity (Registered Charity No. 1034808) and a company limited by guarantee (Company No. 2896700).

CACHE; Council for Awards in Care, Health and Education; and NNEB are registered trademarks owned by NCFE.

All the material in this publication is protected by copyright.

***\* To continue to improve our levels of customer service, telephone calls may be recorded for training and quality purposes.***