

## Statement of Purpose

### 603/0728/6 RSL Level 2 Certificate in Digital Media

#### Overview

The Level 2 Certificate in Digital Media is designed for learners wishing to build a knowledge and skill base within the sphere of digital media. The qualification will equip learners with skills, knowledge and understanding that will enable them to progress to further study at a higher level. The qualification aims to offer practical structured learning with the flexibility to specialise in disciplines directly relevant to digital media industries, including those involved in audio production, games production, interactive digital media production and moving image production.

#### **Who is this qualification for?**

The qualification is for learners aged 14+ who wish to develop their skills, knowledge and understanding in disciplines associated with digital media industries. Learners will be expected to perform tasks with slightly less guidance or supervision than those at Level 1. There are no specific requirements for entry, though learners may hold related qualifications at Entry Level or Level 1 or have related experience in the digital or creative industries.

#### **What will you study?**

The Level 2 Certificate will give learners skills and knowledge and develop understanding of the digital media sector, how and why products are created and the skills to identify a market, and create and promote a product.

All learners take an externally assessed core unit (Meeting a Digital Media Brief), which requires them to work to a brief, specific to one of the four areas of specialism. In addition they take 1 optional unit that further develops their technical skills and contextual knowledge. The optional unit focuses on one of the four key areas of digital media production - Audio Production, Games Production, Interactive Digital Media Production or Moving Image Production.

Learners apply a range of skills, knowledge and understanding that will be of value to further studies. For example, units provide learners with an understanding of concepts such as generating ideas, planning, and creating a product, and a solid grounding of practical/technical skills that can then be developed further in qualifications at Level 3 which require them to take greater responsibility, evaluate and analyse concepts relating to their studies.

The Syllabus Pack, containing the Syllabus Document and detailed information about each unit, can be downloaded from the RSL website at:

<https://www.rslawards.com/vocational/syllabus>

#### **Which subjects would compliment this qualification?**

Learners may wish to supplement their learning with other technical awards such as:

NCFE Level 2 Certificate in Creative Studies: Interactive Media (600/6906/5)

OCR Level 1/2 Cambridge National Certificate in Creative iMedia (VRQ) (600/7043/2)

Pearson BTEC Level 1/Level 2 First Award in Creative Digital Media Production (600/6831/0)

### **What could this qualification lead to?**

As Technical Awards, these qualifications will equip students with applied knowledge and associated practical skills, not usually acquired through general education. They focus on the applied study of digital media industries together with the acquisition of practical and technical skills. As such, they fulfil entry requirements for both academic and vocational study post-16, alongside GCSEs.

Learners completing the Level 2 Certificate can progress to Level 3 qualifications such as:

RSL Level 3 Certificate in Digital Media (603/0731/6)  
RSL Level 3 Diploma in Digital Media 603/0742/0  
RSL Level 3 Extended Diploma in Digital Media (603/0761/4)  
OCR Level 3 Cambridge Technical Foundation Diploma in Digital Media (VRQ) (601/7260/5)  
OCR Level 3 Cambridge Technical Diploma in Digital Media (VRQ) (601/7261/7)  
Pearson BTEC Level 3 National Diploma in Sound Production (601/7474/2)  
AQA Level 3 Foundation Technical Level Entertainment Technology: Video Games Art and Mechanics (601/7139/X)  
AQA Level 3 Technical Level Entertainment Technology: Video Games Art and Animation (601/7140/6)  
AQA Level 3 Technical Level Entertainment Technology: Video Games Art and Design (601/7141/8)  
Pearson BTEC Level 3 National Diploma in Digital Games Design and Development (601/7473/0)  
AQA Level 3 Technical Level Entertainment Technology: Video Games Art and Design Production (601/7142/X)

These qualifications offer learners the opportunity to undertake specialised learning that can be accurately matched to specific career sectors in the digital media industries.

### **Why should a student take this qualification instead of another in the RSL suite of qualifications Digital Media?**

The Level 2 Certificate in Digital Media is one of a suite of qualifications ranging from Level 1 to Level 3 and ranging in size from Certificates to Diplomas. The reason for the different sizes is to meet the varying needs of learners. The Level 2 Certificate in Digital Media is designed to meet the needs of learners aged 14+ who wish to build knowledge and skills, alongside other subjects, enabling them to progress to further study at a higher level. This contrasts with the larger certificates and diplomas offered in the suite at Levels 2 and 3, which constitute more substantial qualifications focusing on entry to employment in a specific area of digital media.