

Statement of Purpose

603/0730/4 RSL Level 2 Diploma in Digital Media

Overview

The Level 2 Diploma in Digital Media equips learners with skills, knowledge and understanding for entry to employment within the sphere of Digital Media or progression 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 digital games and interactive digital media.

Who is this qualification for?

This qualification is for learners aged 16+ who wish to develop their skills, knowledge and understanding for entry to employment in disciplines associated with the digital media industry. 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 does the qualification cover?

The learner can follow one of two pathways – Digital Games and Interactive Digital Media.

All learners take an externally assessed unit (Meeting a Digital Media Brief), which requires them to work to a brief, set by industry practitioners (employers) specific to the area of specialism. In addition they take five internally assessed core units together with 3 optional units from within their chosen pathway, that will develop their technical skills and related contextual and theoretical understanding.

Learners apply a range of skills, knowledge and understanding in preparation for employment/further study. For example, units provide learners with a solid grounding of practical/technical skills used for generating ideas, planning, developing, testing and pitching products and wide knowledge of contextual concepts such as understanding career opportunities, audience engagement and methodologies employed in marketing and promoting digital media products. Learners equipped with these skills can then seek employment in the digital media industry or develop them further in qualifications at Level 3, which may require them to take greater responsibility, evaluate and analyse concepts relating to their studies.

Learners taking the *Digital Games Pathway* learn about digital games production, 3D animation and creating digital art. In addition to the contextual areas outlined above, they can take optional units in a range of pathway-specific areas such as designing UX & UI, digital graphics and graphic design, making a website, writing for digital media, digital audio and image production.

Learners taking the *Interactive Digital Media Pathway* learn about interactive media production, designing UX & UI and making a website. In addition to the contextual areas outlined above, they can take optional units in a range of pathway-specific areas such as creating digital art, digital graphics and graphic design, writing for digital media, 3D animation, digital audio and image production.

Employers from digital media industries are involved in the assessment of this qualification (in the form of set assignments within the externally assessed core unit). This provides a clear 'line of sight' to work and enriches learning, ensuring that learners develop the skills, knowledge and understanding required for particular roles in the digital media industries. In addition, centres will provide further meaningful activities involving employers to support learning. This might take the form of masterclasses or guest lectures, directly related to the content of one or more units.

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 courses would complement this qualification?

Learners may wish to supplement their learning with other qualifications 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?

Employment

As a **Technical Certificate**, this is a rigorous intermediate (Level 2) technical qualification for post-16 students wishing to specialise in a specific industry. Technical Certificates equip learners with specialist knowledge and skills, enabling entry to an apprenticeship, employment or progression to a Tech Level.

Learners completing this qualification will have the skills to progress straight into a role within the digital media industries. It is divided into specific pathways offering the opportunity to undertake specialised learning that can be accurately matched to specific careers in digital media.

Occupational areas this qualification can lead on to include:

- Games Design
- Web Design
- App Development
- Media Agency roles
- Digital Technology roles

Further Learning

Learners can also progress to further study at Level 3 on qualification 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)

This will enable students to develop the knowledge and skills obtained from the RSL Level 2 Diploma in Digital Media, preparing them further for work in digital media industries.

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

The Level 2 Diploma 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 Diploma in Digital Media is the largest qualification in Digital Media offered by RSL at Level 2 and is designed for learners wishing to take a substantial one-year qualification focusing on entry to employment in a specific area of digital media such as digital games and digital interactive media. The Diploma offers the opportunity to cover in comprehensive detail the skills and knowledge needed to enter in to these industry areas, whereas the smaller Certificate sized qualification at Level 2 would offer a more tailored selection of units and a shorter period of study and would be more appropriate to those studying digital media alongside other subjects.

Who supports this qualification?

i) Industry

The following employers support this qualification as being fit for purpose, in that it will equip learners with the knowledge and skills relevant to various sectors of the digital media industries:

470 Media
December19
Pedalo
PixelCounter
Tarnished Studios
Widespace

Letters of support can be found at
<https://www.rslawards.com/vocational/letters-of-support>

Further Information

This is intended as a **Technical Certificate**, which is a rigorous intermediate (level 2) technical qualification for post-16 students wishing to specialise in a specific industry, occupation or occupational group. They cover occupations where employers recognise entry at Level 2 or where a Level 2 qualification is required before students can progress to a Tech Level. They equip a student with specialist knowledge and skills, enabling entry to an apprenticeship, employment or progression to a Tech Level.