

# GCSE Digital Media and Film

## Overview

GCSE Media is a truly contemporary subject, allowing learners to explore a wide range of media forms such as video games, film and streaming services. Learners will explore the full lifecycle of digital media, from production, to distribution, and exhibition.

## What will I study?

During the course, learners will gain theoretical knowledge through the study of Welsh and global film productions, and video games. They will also investigate online news and social media outlets.

Learners will hone their research skills, creating a portfolio to demonstrate understanding, and have the opportunity to produce an audio visual, digital, or online media product in response to a brief.

## Assessment

Assessments are spread across Year 10 and 11, and include an on-screen examination, and two controlled assessment tasks.

Units	Content	Weight
Unit 1: Exploring key concepts & issues	<ul style="list-style-type: none"><li>1 hour 30 min on-screen examination.</li><li>Responding to set films, studied video game, and unseen media works.</li></ul>	30%
Unit 2: Distribution & exhibition strategies of digital media in Wales	<ul style="list-style-type: none"><li>Non-examined assessment.</li><li>Completed in 18 hours.</li></ul>	30%
Unit 3: Creating digital media & film content	<ul style="list-style-type: none"><li>Non-examined assessment.</li><li>No time restriction.</li><li>Response to brief to create marketing campaign for a film, video game, or streaming series.</li></ul>	40%

**LEARN**

**GROW**

**THRIVE**

**FLOURISH**

