

GCSE Digital Technologies - Multimedia

In the **multimedia** strand of GCSE Digital technologies you will study the theory of computers as well as complete practical coursework tasks. This course directly relates to current software development trends and the study of modern technology based systems.

This course will suit pupils who want to go in to a career in **IT** or who wish to develop essential skills in a range of software packages including multimedia and database development. These skills will be invaluable for any pupil throughout their working life.

Throughout the two years pupils are examined on a range of practical coursework components which are assessed through controlled assessment.

At the end of Year 11 pupils will sit a 1 hour examination based on the theory of **digital technology** (Unit 1), and at the end of year 12 will sit a further 1½ hour exam based on **digital authoring techniques**.

The course weightings are as follows:

- **Coursework - 30%**
- **Exam - 70%**

Throughout the two years you will continue to develop your IT skills using standard office software, and learn how to develop applications and communicate information effectively using multimedia software such as Fireworks, Photoshop and Dreamweaver.

You will also learn how to develop a solution to a given problem using database technology and will develop a website for your coursework using Dreamweaver.

The coursework consists of two tasks which include:

- Software Development Life cycle including solution Design and Development
- Website design and development

By studying either the Computing strand or multimedia strand, this could allow you to pursue a career in the following:

- IT / Computing
- Business and Business Management
- Media
- Web / Multimedia design
- Software Development
- Games Design
- Programming
- Business Management
- Computer Science



Pupils may only take either the multimedia or Computing strand. Not both!