



**Arrangements for:  
HNC Interactive Media  
Group Award Code: G8LT 15**

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## **Acknowledgement**

SQA acknowledges the valuable contribution that Scotland's colleges have made to the development of Higher National qualifications.

## History of changes

It is anticipated that changes will take place during the life of the qualification, and this section will record these changes. This document is the latest version and incorporates the changes summarised below.

Version number	Description	Date
15	<b>Revision of Unit:</b> DV0M 34 Work Experience has been replaced by HJ4W 34 Work Placement and will finish 31/07/2019	26/03/17
14	<b>Revision of Unit:</b> F8L2 35 Game Customisation and Scripting has been replaced by HH3E 35 Game Customisation and Scripting.	18/11/16
13	<b>Revision of Unit:</b> FD65 35 Computer Arts and Design: Theory and Practice has been replaced by HG57 35 and will finish 31/07/2019	18/10/16
12	<b>Revision of Units:</b> F1VW 34 Client Side Scripting for Web Applications has been replaced by HF4X 34. H17J 34 Developing Mobile Web Based Applications: An Introduction has been replaced by HF4Y 34. F20C 34 Digital Media: Audio has been replaced by HF70 34. F20D 34 Digital Media: Video has been replaced by HF51 34. F6BV 35. F1VV 34 User Interface Design has been replaced by HF55 34. F1YY 34 Web Development: Essential Content has been replaced by HF58 34. F207 34 Digital Imaging: Bitmap Techniques has been replaced by HF86 34. F208 34 Digital Imaging: Vector Techniques has been replaced by HF87 34. All old units will finish 31/07/2019.	12/07/16
11	<b>Additional of optional unit:</b> DV6F 34 e-commerce: Introduction added as an alternative to DH39 34 Internet: Introducing e-commerce	06/10/15
10	<b>Additional of optional unit:</b> H9DE 34 Digital Skills	27/08/15
09	Framework amended to include the following Unit: H173 34 Developing Software: Introduction	10/07/15
08	Additional optional units: Software Development: Introduction, (DF6C 34) Multimedia Computing, Animation 1 (DF64 34), Sound and Vision for Interactivity (F6JC 35), Developing Mobile Web Based Applications (H17J 34), Software Development: Programming Foundations (H17X 34),	28/01/14
07	<b>Revision of Unit:</b> DM0V 34 Creative Industries: An Introduction has been revised by H4A1 34 and will finish on 31/07/2015.	10/09/13
06	<b>Additional optional Unit:</b> <i>Game Customisation and Scripting</i> (F8L2 35)	14/08/13
05	<b>Added to framework:</b> <i>Digital Portfolio</i> F6JB 34.	14/01/13
04	<b>Changes to codes:</b> <i>Computer Arts and Design: Theory and Practice</i> from DW9N 35 ( <i>lapse date 31/07/2011, finish date 31/07/2013</i> ) to FD65 35*. <b>Changes to codes and titles:</b> <i>Software Development: Structured Programming</i> from DH3D 35 and FE77 35 ( <i>lapse date 31/07/2013, finish date 31/07/2015</i> ) to <i>Network Technology and Data Communications</i> H16V 35*. <b>Added to framework:</b> <i>Website Design: Planning and Design</i> FW5C 34. <i>Website Design: Multimedia Content Creation</i> FW5D 34. <i>Website Design: Development Technologies</i> FW5E 34. <i>Software Development: Structured Programming</i> DH3E 35. <i>Designing and</i>	21/08/12

	<i>Developing an Interactive Media Product F6V5 35.</i>	
03	Updated optional Units.	29/07/10
02	Updated optional list added.	July 2009

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# 1 Introduction

This is the Arrangements Document for the new Group Award in Interactive Media, which was validated in June 2007. This document includes: background information on the development of the Group Award, its aims, guidance on access, details of the Group Award structure, and guidance on delivery.

# 2 Rationale for the development of the Group Award

The interactive media sector forms part of the audio visual industries. These industries are marked by rapid change and development, particularly in response to technological improvement and innovation. Scotland has a rich tradition of innovation and enterprise in the interactive media sector, which covers web sites, intranets, multimedia CDROMS and DVDs, electronic games, and interactive television. There has been considerable recent expansion of this sector in Scotland, including a number of world-class computer games developers. Some 18% of the UK's games developers work in Scotland. The bulk of the interactive media sector in Scotland is made up of micro businesses, although increasingly there are departments within larger organisations, government and public sector agencies that require staff with interactive media skills. Also, some 40% of the interactive media workforce in Scotland are individuals working on a freelance basis.<sup>2</sup>

A factor in the growth in the interactive media industry is the demand for rich content integration across platforms and the accelerating use of ICT in learning and teaching. Technological change, such as wireless and mobile connectivity is also driving growth in the sector. A recent survey by the Sector Skills Council for the Audio Visual Industries (ie Skillset) provides evidence that employers in Scotland are reporting concerns about the number and quality of higher education courses that provide an adequate grounding in interactive media.

The rationale for the development of the Higher National Certificate Interactive Media Award is to replace existing centre-devised awards in the multimedia area with an award that provides candidates with up-to-date knowledge and skills that will enable them to progress into employment or to further study. These awards (G745 34 HNC Interactive Multimedia Creation and G7DD 34 HNC Multimedia Computing: Web Development) have been successful, attracting almost 400 candidates in academic year 2006/2007. Based on an e-mail survey of the main presenting centres over 90% of successful candidates in these awards have gone on to further study. A series of focus group meetings and update events with centres confirmed the need to replace existing awards with one which was more technologically up-to-date.

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<sup>1</sup> Source: Skillset: Interactive Media Industry Description : Scotland (2007)

<sup>2</sup> Source: Skillset: Workforce survey report (2007)

The content and structure of this award has been designed to map to the National Occupational Standards (NOS) that Skillset has produced in consultation with the interactive media industry. Based on the NOS, the award provides the underpinning knowledge and understanding and the skills development necessary to support a range of job roles within the interactive media industry. Consultation with employers has confirmed that these skills are appropriate and they welcomed the inclusion of Core Skills within the award. The level at which each of the Units has been set has been informed by the guidelines for the Scottish Credit and Qualifications Framework (SCQF).

This award is intended for candidates who are interested in acquiring vocational skills in interactive media development, along with appropriate underpinning knowledge and understanding. This will equip them for progression to further study in this cognate area, or for employment at junior level in the interactive media industry. The main focus in the award is to provide a foundation for further study, including the development of Core Skills. This award will suit candidates progressing from school with suitable qualifications or those who have successfully completed the National Certificate in Digital Media Computing at an appropriate level. It will also suit candidates who wish to change careers or improve their performance in employment in this sector.

## **2.1 Target sector and level of employment**

The HNC Interactive Media award aims to equip students with the necessary skills to follow a career within the interactive media field, as defined in the rationale, at a junior management level. It also offers the opportunity for candidates with qualifications in creative studies to acquire complementary technical skills.

## **2.2 Target candidates**

This award is designed to offer candidates a balance of academic and vocational training. In particular, candidates will have opportunity to develop the foundation knowledge and skills required to progress on a web development or interactive media creation course of study.

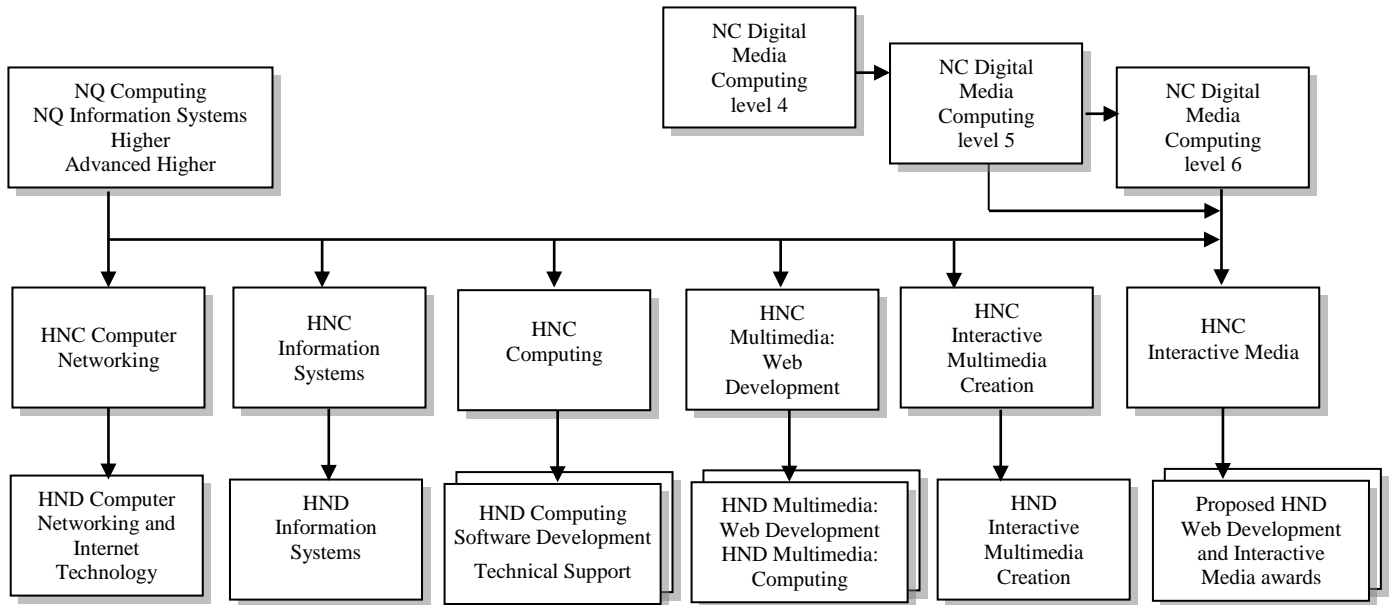
The award is targeted at candidates who have the formal education requirement and who:

- ◆ intend to leave school and further a career path in interactive media
- ◆ intend to progress to further study on completion of either the National Certificate in Digital Media Computing or a National Qualification in a related area
- ◆ leave employment with the intention of changing their career path
- ◆ are unemployed and wish to study to assist gaining employment
- ◆ are from a creative background who wish to gain the complementary technical skills

Entry to the award is at the discretion of a centre based on the candidate's previous experience in conjunction with the entry requirements.

A candidate may move on to study at a higher level at a college or use the award to articulate to a degree course. Preliminary discussions have taken place with relevant higher education establishments regarding articulation to various degree programmes.

### 2.3 Relationship with other SQA awards



#### Higher National Certificate

This award replaces the following HNC awards:

- ◆ *G7A5 15 HNC Interactive Multimedia Creation*
- ◆ *G7DD 15 HNC Multimedia: Web Development*

#### Higher National Diploma

It is intended that the HNC Interactive Media award will provide an articulation route for proposed HND streams in Web Development and Interactive Media development with these developments commencing in August 2007 to replace the following awards:

- ◆ *G7A6 16 HND Interactive Multimedia Creation*
- ◆ *G7DD 15 HNC Multimedia: Web Development*
- ◆ *G7DF 16 HND Multimedia: Computing*



## 2.4 Links to National Occupational Standards

The Sector Skills Council, ie Skillset, defines the National Occupational Standards for Interactive Media and Computer Games. A mapping of Units in HNC Interactive Media to the National Occupational Standards is included as an appendix (See Appendix 1 — National Occupations Standards Mapping).

## 3 Aims of the Group Award

### 3.1 General aims of the Group Award

This **HNC Interactive Media** award has a range of broad aims which are generally applicable to equivalent higher education qualifications. The general aims are:

- 1 to develop knowledge and skills in planning, analysis and synthesis
- 2 to develop Core Skills to levels required for progression
- 3 to enhance employability through engagement with National Occupational Standards
- 4 to facilitate progression within the Scottish Credit and Qualifications Framework
- 5 to develop study and research skills

### 3.2 Specific aims of the Group Award

The specific aims of the **HNC Interactive Media** award are:

- 1 to offer contemporary vocational skills in interactive media
- 2 to offer options for vocational specialism in web development and interactive media creation
- 3 to offer a foundation for progression to further study in the cognate area
- 4 to prepare candidates from employment in the interactive media sector at a junior level
- 5 to provide a qualification which provides a balance of the practical skills required for employment and theoretical knowledge
- 6 to offer a qualification that is valued by all stakeholders in this cognate area

## 4 Access to Group Award

As with all SQA qualifications, access will be at the discretion of the Centre and the following recommendations are for guidance only.

Some examples of appropriate formal entry qualifications are specified below. They are not exhaustive or mutually exclusive and may be offered in a variety of combinations.

- 1 Scottish Group Award in Computing and Information Technology at Intermediate 2 level.
- 2 National Certificate in Digital Media Computing (levels 5 and 6).
- 3 Any other relevant Scottish Group Award at Intermediate 2 or Higher level.
- 4 Any relevant National Qualifications at Higher level.
- 5 An SVQ at level 2 or 3 in Computing, Information Technology or other relevant area.

Different combinations of relevant National Qualifications, Vocational Qualifications and equivalent qualifications from other awarding bodies may also be acceptable, as would suitable vendor qualifications at an appropriate level.

It would be advisable for candidates to have some prior knowledge of computing or information technology although formal qualifications may not be necessary if suitable experience in computing or IT has been gained through work experience. Centres may wish to give consideration to inferred or actual evidence of candidates' Core Skills.

Mature candidates with suitable work experience in computing or IT may be accepted for entry provided the enrolling centre believes that the candidate is likely to benefit from undertaking the award. This is based on the philosophy that entry is open to anyone who can show a reasonable potential for success through formal qualifications, accreditable experience or otherwise.

In addition to the above, each Higher National Unit specification includes recommended access levels. It would be expected that candidates would normally satisfy both sets of access requirements.

The recommended Core Skills entry levels are shown in Section 7.

## 5 Group Award structure

To gain the award of Higher National Certificate in Interactive Media at SCQF level 7, candidates must successfully achieve **12 credits** comprising:

- ◆ 7 credits from table 3 (Mandatory Units), plus
- ◆ 5 credits from table 4 (Optional Units)
- ◆ 96 SCQF points of which at least 48 must be at level 7 or above

### 5.1 Mandatory Units

Table 3 — Mandatory Units			
Unit title	Code	Credit value	SCQF level
Interactive Media: Planning	F1VS 34	1	7
Working Within a Project Team	DH21 34	1	7
Interactive Media: Authoring	F1VT 34	2	7
User Interface Design	HF55 34*	1	7
Digital Imaging: Bitmap and Vector	F1YX 34	1	7
Interactive Media: Graded Unit 1	F21G 34	1	7

## 5.2 Optional Units

Table 4 — Optional Unit			
Unit title	Code	Credit value	SCQF level
Developing Software: Introduction	H173 34	1	7
Game Customisation and Scripting	HH3E 35*	2	8
Website Design: Planning and Design	FW5C 34	1	7
Website Design: Multimedia Content Creation	FW5D 34	1	7
Website Design: Development Technologies	FW5E 34	1	7
Web Development Essential Content	HF58 34*	2	7
Web Development Complex Content	F200 34	2	7
Client Side Scripting for Web Applications	HF4X 34*	2	7
Internet: Web Development Standards and Legislation	F1VX 34	1	7
Web Development Fundamentals	F203 34	1	7
Internet and Network Development Fundamentals	F204 34	1	7
Manage Database Systems using SQL	F1VY 34	1	7
Project Management for IT	F1W0 34	1	7
Digital Imaging: Bitmap Techniques	HF86 34*	1	7
Digital Imaging: Vector Techniques	HF87 34*	1	7
2D Animation	F209 34	2	7
Mathematics for Interactive Computing: Fundamental Techniques	F20A 34	1	6
Mathematics for Interactive Computing: Essential Techniques	F20B 34	1	7
Digital Media: Audio	HF50 34*	1	7
Digital Media: Video	HF51 34*	1	7
Multimedia Computing: Audio and Video 1	DF66 34	2	7
Multimedia Computing: Audio and Video 2	DF67 35	2	8
Scripting for Interactivity	DE32 35	2	8
Information Technology: Application Software 1	D75X 34	1	7
e-marketing	DV6H 34	1	7
Internet: Introducing e-commerce Or e-commerce: Introduction	DH39 34 DV6F 34	1 1	7 7
Writing for the Media	DH4F 34	1	7
Researching Multimedia Applications for Practical Re-delivery	DE31 34	1	7
Personal Development Planning	DE3R 34	1	7
Work Placement	HJ4W 34*	1	7
Creative Industries: An Introduction*	H4A1 34	1	7
Computer Arts and Design: Theory and Practice	HG57 35*	1	8
Development Drawing	DV96 34	1	7
Screen Based Design: An Introduction	DW9V 34	1	7
Web Design Project	DX5R 35	2	8
Film Studies for New Media	FIF0 35	1	8
Developing Mobile Based Web Applications: An Introduction	HF4Y 34*	2	7

Software Development: Programming Functions	H17X 34	1	7
Software Development: Introduction	DF6C 34	2	7
Multimedia Computing: Animation 1	DF64 34	1	8
Sound and vision for Interactivity	F6JC 35	1	8
Digital Skills	H9DE 34*	1	7

\*Refer to History of Changes for revision changes.

<b>Table 4 — Optional Unit (continued)</b>			
<b>Unit title</b>	<b>Code</b>	<b>Credit value</b>	<b>SCQF level</b>
Information Design	FIGT 35	1	8
Network Technology and Data Communications	H16V 35*	2	8
SQL: Introduction	DH3J 34	1	7
Game Physics	F86H 35	2	8
3D Level Editing	F869 34	1	7
Software Development: Structured Programming	DH3E 35	2	8
Designing and Developing an Interactive Media Product	F6V5 35	2	8
Digital Portfolio	F6JB 34*	1	7

\*Refer to History of Changes for revision changes

## 6 Approaches to delivery and assessment

### 6.1 Context and content

This mandatory section of the award provides a balance between practical vocational skills required for interactive media and the relevant underpinning knowledge. The mandatory section also develops competency in a range of Core Skills. The Graded Unit examination develops the candidate's knowledge and skills in planning, analysis and synthesis. A mapping of the content of the award to the National Occupational Standards for Interactive Media is shown in Appendix 1.

The optional section of the Award framework provides candidates with choice to follow a web development or interactive media creation path with a view to specialisation in any further study. Degree courses have been identified to which successful candidates can articulate to first year entry.

The framework comprises Units at SCQF level 6, 7 and 8. Centres must ensure that the conditions of the Award are met when choosing optional Units.

### 6.2 Delivery and assessment

Order of delivery is at the discretion of the centre and should be appropriate to local staffing and timetabling considerations. It is recommended that *FIVS 34 Interactive Media: Planning* be delivered in conjunction with or prior to *FIVT 34 Interactive Media: Authoring*. These Units offer opportunities for integration.

It is also recommended that *FIVV 34 User Interface Design* and *FIVX 34 Digital Imaging: Bitmap and Vector* are delivered early since they form much of the underpinning knowledge and skills content for later Units.

*DH21 34 Working Within a Project Team* is best taught later to allow candidates to assimilate the knowledge and skills to be able to make a useful contribution to a group project.

The Graded Unit examination should be undertaken as late possible allowing time for re-assessment and to allow the Units which contribute to the Graded Unit to be completed.

### 6.3 E-learning

Financial backing was received in late May 2007 from the European Social Fund for development of e-learning materials for HNC Interactive Media. Development will start on the production of e-learning materials for the following HN Units:

<i>FIVS 34</i>	<i>Interactive Media: Planning</i>
<i>FIVT 34</i>	<i>Interactive Media: Authoring</i>
<i>FIVV 34</i>	<i>User Interface Design</i>
<i>FIVX 34</i>	<i>Digital Imaging: Bitmap and Vector</i>
<i>FIVW 34</i>	<i>Client Side Scripting for Web Development</i>
<i>FIVY 34</i>	<i>Managing Database Systems using SQL</i>
<i>FIVX 34</i>	<i>Internet: Web Development Standards and Legislation</i>
<i>FIW0 34</i>	<i>Project Management for IT</i>

## 6.4 E-assessment

The design approach to almost all Units has been to facilitate the evidence of knowledge and skills of key concepts and techniques to be obtained through objective testing. This approach also facilitates the use of on-line assessment (e-assessment) and centres are encouraged to adopt this approach wherever possible.

At least one Outcome from each the following Units has been written to accommodate objective testing through e-assessment:

<i>F1VV 34</i>	<i>User Interface Design</i>
<i>F1VX 34</i>	<i>Digital Imaging: Bitmap and Vector</i>
<i>F207 34</i>	<i>Digital Imaging: Bitmap Techniques</i>
<i>F208 34</i>	<i>Digital Imaging: Vector Techniques</i>
<i>F1YY 34</i>	<i>Web Development Essential Content</i>
<i>F200 34</i>	<i>Web Development Complex Content</i>
<i>F1VX 34</i>	<i>Internet: Web Development Standards and Legislation</i>
<i>F1VW 34</i>	<i>Client Side Scripting for Web Applications</i>
<i>F1VY 34</i>	<i>Managing Database Systems using SQL</i>
<i>F1W0 34</i>	<i>Project Management for IT</i>
<i>F209 34</i>	<i>2D Animation</i>
<i>F203 34</i>	<i>Web Development Fundamentals</i>
<i>F204 35</i>	<i>Internet and Network Development Fundamentals</i>

## 7 Core Skills

Over recent years, the importance attached by employers to Core Skills have been well documented and these have been developed throughout the award. Research carried out for recent HN awards have endorsed this.

An electronic survey was posted to elicit feedback from the sector on Core Skills entry and exit profiles. The overwhelming majority of respondents indicated that the *Numeracy* should have an entry profile of Intermediate 2 and an exit profile of Intermediate 2 and the remaining Core Skills should be Intermediate 2 and Higher respectively.

The recommended Core Skill profile for entry to and exit from this award is defined in the following table.

Core Skill	Entry profile	Exit profile	Carrier Unit
<b>Communication</b>			
◆ Oral communication	Intermediate 2	Higher (embedded)	DH21 34 Working within a Project Team
◆ Written communication	Intermediate 2	Higher (embedded)	DH21 34 Working within a Project Team
<b>Numeracy</b>			
◆ Using Graphical Information	Intermediate 1	Intermediate 1	
◆ Using Number	Intermediate 1	Intermediate 1	
<b>Information Technology</b>	Intermediate 2	Intermediate 2	
<b>Problem Solving</b>			
◆ Critical Thinking	Intermediate 2	Higher (embedded)	F1VS 34 Interactive Media: Planning
◆ Planning & Organising	Intermediate 2	Higher (embedded)	F1VS 34 Interactive Media: Planning
◆ Reviewing & Evaluating	Intermediate 2	Intermediate 2	
<b>Working with Others</b>	Intermediate 2	Higher (embedded)	DH21 34 Working Within a Project Team



The QDT considered it appropriate to recommend the Core Skills entry levels detailed in the table above, taking into consideration the requirements of employers and of progression to further study. It is recognised that many candidates, particularly adult returners, may not possess a specific Core Skills Profile on entry and hence entry level is recommended only.

The recommended exit level Core Skills Profile is what the QDT considered would denote the level of proficiency normally required to enable candidates to derive the maximum benefit from studying the HNC Interactive Media award in terms of opportunities for further study (including higher education), personal development and employment.

The QDT considered it important to develop each of these Core Skills within the HNC Interactive Media award. Centres are encouraged to provide opportunities for all candidates to progress their Core Skills.

A centre should be aware that only two of the three elements of *Problem Solving* at Higher (ie Critical Thinking, Planning and Organising) are embedded in the mandatory Unit *F1VS 34 Interactive Media: Planning*.

The Numeracy Core Skill exit profile has been set at Intermediate 1. Feedback from employers rated *Numeracy* as the least significant among the five Core Skills. The QDT were of the opinion that an exit profile of Higher level exit profile for the *Numeracy* Core Skill would detract from the vocational nature of the award. It should be noted that for candidates wishing to gain *Numeracy* at Higher, it is possible to achieve this by completing the optional Unit *F20A 34 Mathematics for Interactive Media: Fundamental Techniques*.

*Working with Others* and *Communication* are carried by the mandatory Unit *DH21 34 Working within a Project Team*.

The IT Core Skill is available within the optional Unit *D75X 34 Information Technology: Applications Software 1*.

## 8 Graded Unit

### 8.1 Summary

The purpose of the Graded Unit is to assess the candidate's ability to integrate and apply the knowledge and/or skills gained in individual Units, to demonstrate that they have both achieved the aims of the award and to grade candidate achievement.

Within the mandatory section of the Award, candidates will undertake a significant amount of project work, including a group project. In considering the type of Graded Unit appropriate for this Award, the QDT has recognised that a primary aim of this Award is to provide progression to further study. Representatives from higher education are unanimous of their preference for an examination providing a good preparation for undergraduate study. In addition, the Sector Skills Council (ie SkillSet) have stated a preference for an examination to be included, providing experience of the testing environment of industry standard awards. However, it is also recognised that centres and candidates expressed a preference for a project based Graded Unit in response to a specific question in the survey. On balance, given the level of project work and the opportunities for candidates to compile a portfolio of work, the QDT has taken the decision to have an examination.

This Graded Unit within the HNC Interactive Media award covers the following mandatory Units:

*F1VV 34 User Interface Design*  
*F1VS 34 Interactive Media: Planning*  
*F1YX 34 Digital Imaging: Bitmap and Vector*

## 9 General information for centres

### Disabled candidates and/or those with additional support needs

The additional support needs of individual candidates should be taken into account when planning learning experiences, selecting assessment instruments, or considering whether any reasonable adjustments may be required. Further advice can be found on our website [www.sqa.org.uk/assessmentarrangements](http://www.sqa.org.uk/assessmentarrangements).

### Internal and external verification

All instruments of assessment used within this/these Group Award(s) should be internally verified, using the appropriate policy within the centre and the guidelines set by SQA.

External verification will be carried out by SQA to ensure that internal assessment is within the national guidelines for these qualifications.

Further information on internal and external verification can be found in *SQA's Guide to Assessment and Quality Assurance for Colleges of Further Education* ([www.sqa.org.uk](http://www.sqa.org.uk)).

## 10 Glossary of terms

**SCQF:** This stands for the Scottish Credit and Qualification Framework, which is a new way of speaking about qualifications and how they inter-relate. We use SCQF terminology throughout this guide to refer to credits and levels. For further information on the SCQF visit the SCQF website at [www.scqf.org.uk](http://www.scqf.org.uk)

**SCQF credit points:** One HN credit is equivalent to 8 SCQF credit points. This applies to all HN Units, irrespective of their level.

**SCQF levels:** The SCQF covers 12 levels of learning. HN Units will normally be at levels 6–9. Graded Units will be at level 7 and 8.

**Subject Unit:** Subject Units contain vocational/subject content and are designed to test a specific set of knowledge and skills.

**Graded Unit:** Graded Units assess candidates' ability to integrate what they have learned while working towards the Units of the Group Award. Their purpose is to add value to the Group Award, making it more than the sum of its parts, and to encourage candidates to retain and adapt their skills and knowledge.

**Dedicated Core Skill Unit:** This is a non-subject Unit that is written to cover one or more particular Core Skills.

**Embedded Core Skills:** This is where the development of a Core Skill is incorporated into the Unit and where the Unit assessment also covers the requirements of Core Skill assessment at a particular level.

**Signposted Core Skills:** This refers to the opportunities to develop a particular Core Skill at a specified level that lie outwith automatic certification.

**Qualification Design Team:** The QDT works in conjunction with a Qualification Manager/Development Manager to steer the development of the HNC/D from its inception/revision through to validation. The group is made up of key stakeholders representing the interests of centres, employers, universities and other relevant organisations.

**Consortium-devised HNCs and HNDs** are those developments or revisions undertaken by a group of centres in partnership with SQA.

**Specialist single centre and specialist collaborative devised HNCs and HNDs** are those developments or revisions led by a single centre or small group of centres who provide knowledge and skills in a specialist area. Like consortium-devised HNCs and HNDs, these developments or revisions will also be supported by SQA.

## **11 Appendices**

Appendix 1: National Occupational Standards Mapping

## Appendix 1: National Occupational Standards Mapping

The Performance Statements in Skillset’s National Occupational Standards are analogous to the Knowledge and Skills contained in HN Units. The tables below show the mapping of the Knowledge and Skills to performance statements contained in the Interactive Media elements (IM)

<b>IM2 Obtain Assets for Use in Interactive Media Products</b>		
<b>Performance Statement</b>	<b>HN Unit</b>	<b>Outcome</b>
1, 2, 3	F1YX 34 Digital Images: Bitmap and Vector	1

<b>IM3 Prepare Assets for Use in Interactive Media Products</b>		
<b>Performance statement</b>	<b>HN Unit</b>	<b>Outcome</b>
1, 2, 3, 4, 8	F1YX 34 Digital Images: Bitmap and Vector	1, 2
1	DF66 34 Multimedia Computing Audio & Video 1	3
8	DF67 34 Multimedia Computing Audio & Video 2	3

<b>IM4 Prepare User Interface Assets for Use in Interactive Media Products</b>		
<b>Performance statement</b>	<b>HN Unit</b>	<b>Outcome</b>
1, 2, 3	F1YX 34 Digital Images: Bitmap and Vector	1
2, 3, 4	F200 34 Web Development Complex Content	3

<b>IM6 Use Authoring Tools to Create Interactive Media Products</b>		
<b>Performance statement</b>	<b>HN Unit</b>	<b>Outcome</b>
1, 2, 3, 4, 5, 6, 8	F1VT 34 Interactive Media: Authoring	1, 2, 3, 4, 5
1, 3, 4	DE32 35 Scripting for Interactivity	1, 2, 4

<b>IM7 Code Scripts to Provide Functionality for Interactive Media Products</b>		
<b>Performance statement</b>	<b>HN Unit</b>	<b>Outcome</b>
1, 2, 3, 4, 5	F1VW 34 Client Side Scripting for Web Apps	2, 3

<b>IM8 Determine the Implementation of Designs for Interactive Media Products</b>		
<b>Performance statement</b>	<b>HN Unit</b>	<b>Outcome</b>
1	F1VS 34 Interactive Media: Planning	1

<b>IM12 Devise User Testing of Interactive Media Products</b>		
<b>Performance statement</b>	<b>HN Unit</b>	<b>Outcome</b>
1, 2, 4	F1VS 34 Interactive Media: Planning	3
	F1VT 34 Interactive Media Authoring	3

<b>IM16 Plan Content for Web and Multimedia Products</b>		
<b>Performance statement</b>	<b>HN Unit</b>	<b>Outcome</b>
6	F1YY 34 Web Development Essential Content	3

<b>IM17 Architect Interactive Media Products</b>		
<b>Performance statement</b>	<b>HN Unit</b>	<b>Outcome</b>
1	F1VS 34 Interactive Media: Planning	1
3	F1YY 34 Web Development Essential Content	5

<b>IM18 Use Mark-up in Interactive Media Products</b>		
<b>Performance statement</b>	<b>HN Unit</b>	<b>Outcome</b>
1, 2, 3	F1YY 34 Web Development Essential Content	3, 4

<b>IM19 Use Stylesheets in Interactive Media Products</b>		
<b>Performance statement</b>	<b>HN Unit</b>	<b>Outcome</b>
1, 2, 3	F1YY 34 Web Development Complex Content	3, 5

<b>IM24 Create 2D Animations for Interactive Media Products</b>		
<b>Performance statement</b>	<b>HN Unit</b>	<b>Outcome</b>
3, 5	F209 34 2D animation	2, 3, 4