

## Higher National Unit Specification

### General information for centres

**Unit title:** Digital Video for Artists and Designers

**Unit code:** DX34 35

**Unit purpose:** This Unit is designed to provide candidates with the knowledge and skills necessary to capture and edit digital video and incorporate a digital video file/s within an art or design context.

On completion of the Unit the candidate should be able to:

- 1 Capture video.
- 2 Edit digital video.
- 3 Produce digital video material for an art or design project/s.

**Credit points and level:** 1 HN Credit at SCQF level 8: (8 SCQF credit points at SCQF level 8\*).

*\*SCQF credit points are used to allocate credit to qualifications in the Scottish Credit and Qualifications Framework (SCQF). Each qualification in the Framework is allocated a number of SCQF credit points at an SCQF level. There are 12 SCQF levels, ranging from Access 1 to Doctorates.*

**Recommended prior knowledge and skills:** Access to this Unit is at the discretion of the centre. Candidates should have a basic understanding of working within a computer environment. An understanding of the basic principles of digital video may also be beneficial.

**Core Skills:** There are opportunities to develop the Core Skills of Problem Solving and Information Technology at SCQF level 6 in this Unit, although there is no automatic certification of Core Skills or Core Skills components.

**Context for delivery:** If this Unit is delivered as part of a Group Award, it is recommended that it should be taught and assessed within the subject area of the Group Award to which it contributes.

**Assessment:** This Unit lends itself to holistic assessment. The assessment for all three Outcomes can be integrated into a single project requiring candidates to create a video file to be incorporated within a presentation to a given brief/s. The presentation may be any Art or Design context. The assessment for each outcome is as follows:

- |           |   |
|-----------|---|
| Outcome 1 | is assessed by the practical task of successfully capturing video. This should be from a pre-recorded analogue or digital source. |
| Outcome 2 | is assessed by the practical task of editing digital video using appropriate computer software to a given brief/s.                |

## **General information for centres (cont)**

Outcome 3 is assessed by producing the video file/s in an appropriate format and by the sympathetic incorporation of the finished production within a wider art or design context to a given brief/s.

## **Higher National Unit specification: statement of standards**

**Unit title:** Digital Video for Artists and Designers

**Unit code:** DX34 35

The sections of the Unit stating the Outcomes, knowledge and/or skills, and evidence requirements are mandatory.

Where evidence for Outcomes is assessed on a sample basis, the whole of the content listed in the knowledge and/or skills section must be taught and available for assessment. Candidates should not know in advance the items on which they will be assessed and different items should be sampled on each assessment occasion.

### **Outcome 1**

Capture video

#### **Knowledge and/or skills**

- ◆ Operation of software
- ◆ Create a batch file
- ◆ File management
- ◆ Equipment

#### **Evidence Requirements**

Candidates will need to provide evidence to demonstrate their knowledge and/or skills by showing that they can in response to a given brief:

- ◆ set up the necessary equipment for capturing video
- ◆ operate software competently to successfully and accurately capture video
- ◆ create a project folder saved to disk and organise all project files effectively
- ◆ understand different video formats

This Outcome should be assessed through a practical task of successfully capturing video and evidenced by an assessment checklist.

#### **Assessment guidelines**

Candidates could work with relevant pre-recorded material from a source provided by tutors or created by the candidate in another Unit. The video capture files should be logged on a batch file with the relevant details.

## **Higher National Unit specification: statement of standards (cont)**

**Unit title:** Digital Video for Artists and Designers

### **Outcome 2**

Edit digital video

#### **Knowledge and/or skills**

- ◆ Timeline
- ◆ Trimming video clips
- ◆ Transitions and effects
- ◆ File management

#### **Evidence Requirements**

Candidates will need to provide evidence to demonstrate their knowledge and/or skills by showing that they can in response to a given brief/s:

- ◆ create a rough cut by positioning video clips in a timeline using computer software
- ◆ refine a rough cut by trimming video clips to the required length
- ◆ use appropriate transitions and effects for which are sympathetic to the final presentation
- ◆ organise all files effectively throughout the edit

#### **Assessment guidelines**

Candidates' editing should be creative and sympathetic to the final application of the video within the context of the brief/s. This outcome should be assessed through a practical project of editing digital video on a computer system and evidenced by a checklist.

### **Outcome 3**

Produce digital video material for an art or design project

#### **Knowledge and/or skills**

- ◆ Digital video compression
- ◆ Work to a given brief

#### **Evidence Requirements**

Candidates will need to provide evidence to demonstrate their knowledge and/or skills by showing that they can in response to a given brief/s:

- ◆ save the edited video in a format which is appropriate for a final presentation
- ◆ demonstrate competence in file compression, controlling playback size and image quality, choosing appropriate frame rate and file size
- ◆ incorporate the edited video sympathetically

## **Higher National Unit specification: statement of standards (cont)**

**Unit title:** Digital Video for Artists and Designers

### **Assessment guidelines**

This Outcome should be assessed by candidates' ability to select appropriate export settings and save the final edited video in a format, which is appropriate for the final presentation. This should be quantified by the given brief and evidenced in an assessment checklist.

## Administrative Information

**Unit code:** DX34 35

**Unit title:** Digital Video for Artist and Designers

**Superclass category:** KF

**Original date of publication:** August 2006

**Version:** 01

### History of Changes:

Version	Description of change	Date

**Source:** SQA

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## **Higher National Unit specification: support notes**

### **Unit title: Digital Video for Artist and Designers**

This part of the Unit specification is offered as guidance. The support notes are not mandatory.

While the exact time allocated to this Unit is at the discretion of the centre, the notional design length is 40 hours.

### **Guidance on the content and context for this Unit**

Candidates should, on completion of the Unit, be able to competently capture video, edit digital video using computer software and save the final edit to an appropriate storage medium for an art or design project/s.

### **Guidance on the delivery and assessment of this Unit**

While this Unit may be delivered as a 'stand alone' Unit it is envisaged that this practical Unit is part of an integrated project with other related art, design or multimedia Units. It could be delivered concurrently with the Unit: DX32 35 Digital Audio for Artists and Designers.

Candidates have the choice of using video material, which may have been created within another Unit or be provided to the candidate by tutors. It is envisaged that all candidates are given the opportunity to understand the uses of digital video across a variety of applications. This can be demonstrated by lectures, research and the practical use of exemplars.

The assessment for all three outcomes can be integrated into a single project requiring candidates to create digital video material for an art or design project/s.

Outcome 1 will be assessed by candidates' practical performance in capturing video, importing the video into appropriate editing software and setting up a project folder and batch file. They will capture video from a pre-recorded analogue or digital source. Candidates will have to demonstrate the use of the correct equipment and software to successfully capture footage. All video clips should be saved to disk and organised effectively within a project folder.

Outcome 2 will be assessed by the practical task of using non-linear editing techniques to accurately, creatively and sympathetically prepare video within the context of a given art or design brief/s. Although this Unit is concerned with video editing it is envisaged that candidates may want to incorporate audio files within their production. In such a case the Unit could be delivered as part of a wider audio/visual or multimedia project or in conjunction with the Unit: DX32 35 Digital Audio for Artists and Designers. Where no audio or audio editing is to be used it is recommended that the candidates should be aware of how to extract unwanted audio from the digital video.

Outcome 3 is assessed by saving and exporting the finished video production in an appropriate format for sympathetic incorporation within a presentation. The finished video could be a piece in its own right or be incorporated within another context for example a web site, a CD-Rom, a multimedia publication, an installation or as part of a performance.

## **Higher National Unit specification: support notes (cont)**

**Unit title:** Digital Video for Artist and Designers

### ***Opportunities for developing Core Skills***

All elements of the Core Skill of Problem Solving, Planning and Organising, Critical Thinking, and Reviewing and Evaluating, will be fully developed and enhanced in the Unit. Candidates undertake a complex practical task, where identifying and assessing the relevance of all factors and identifying and maximising all available resources in order to pre-empt potential difficulties will involve a high level of critical thinking. Designing effective strategies which allow on-going opportunities for review and modification will reflect and apply problem solving skills. Although a checklist approach to Problem Solving is not particularly useful for the level of skill needed candidates will benefit from support materials and/or personal interviews with the assessor to reinforce analytical evaluative approaches to overall achievement in order to inform any future activities and further development.

Candidates need to produce and present materials to a standard which would be acceptable in industry and acquire software skills to effectively undertake creative projects and to work with digital imaging software applications. Working to project briefs they must understand the appropriate use of digital video. Some formative opportunities to create materials and designs using models with appropriate use of a range of presentation styles may be a useful way to maximise skills and the effectiveness and impact of materials created.

### **Open learning**

Delivery of this Unit through open learning is greatly restricted by the specialist nature of the equipment required to undertake the outcomes. For further information and advice please refer to the SQA document *Assessment and Quality Assurance for Open and Distance Learning* which is available on SQA's website: [www.sqa.org.uk](http://www.sqa.org.uk).

### **Candidates with disabilities and/or additional support needs**

The additional support needs of individual candidates should be taken into account when planning learning experiences, selecting assessment instruments or considering alternative Outcomes for Units. For information on these, please refer to the SQA document *Guidance on Alternative Assessment Arrangements for Candidates with Disabilities and/or Additional Support Needs*, which is available on SQA's website: [www.sqa.org.uk](http://www.sqa.org.uk).



## General information for candidates

### Unit title: Digital Video for Artist and Designers

This Unit is designed to provide you with the knowledge and skills necessary to edit digital video on a computer.

There are three main areas covered in the Unit. Each area is assessed as a separate Outcome.

**Outcome 1** is assessed by capturing video clips from a pre-recorded source on to a computer. You will operate equipment and software competently for the task and save all your captured material in a project folder. The captured video files will be logged on a batch file with the relevant details. You will be working with relevant video material which may have been created by you within another Unit or provided to you by your class tutor.

**Outcome 2** is assessed by a practical task of editing digital video. You will use computer editing techniques to accurately, creatively and sympathetically prepare video for an art or design project/s.

**Outcome 3** is assessed by saving and exporting the finished video production in an appropriate format for sympathetic incorporation within a presentation. The finished video could be a piece in its own right or be incorporated within another context for example a web site, a CD-Rom, a multimedia publication, an installation or as part of a performance.