



## National Unit specification: general information

**Unit title:** Mobile Technology: Media (SCQF level 6)

**Unit code:** H2TN 12

**Superclass:** CB

**Publication date:** October 2012

**Source:** Scottish Qualifications Authority

**Version:** 01

## Summary

This Unit introduces candidates to the variety of ways that mobile technologies can be used to create and edit multimedia elements. Candidates will have the opportunity to study a range of mobile media elements and establish the type, purpose and compositional features of each. This is a practical Unit in which candidates will use this knowledge to identify suitable applications for different types of media, and combine them into a project portfolio.

This is a mandatory Unit within the National Progression Award (NPA) in Mobile Technology (SCQF level 6) and National Certificate (NC) in Mobile Technology (SCQF level 5), but is also available as a freestanding Unit.

## Outcomes

- 1 Select appropriate applications for given tasks.
- 2 Create a public online article using a mobile device.
- 3 Design and create a slideshow project using mobile applications.

## Recommended entry

While entry is at the discretion of the centre, it would be beneficial if candidates have IT skills.

## Credit points and level

1 National Unit credit at SCQF level 6: (6 SCQF credit points at SCQF level 6\*)

*\*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.*

## **General information (cont)**

**Unit title:** Mobile Technology: Media (SCQF level 6)

### **Core Skills**

Opportunities to develop aspects of Core Skills are highlighted in the support notes of this Unit specification.

There is no automatic certification of Core Skills or Core Skill components in this Unit.

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

**Unit title:** Mobile Technology: Media (SCQF level 6)

Acceptable performance in this Unit will be the satisfactory achievement of the standards set out in this part of the Unit specification. All sections of the statement of standards are mandatory and cannot be altered without reference to SQA.

### **Outcome 1**

Select appropriate applications for given tasks.

#### **Performance Criteria**

- (a) Select applications which allow online posting for a range of tasks.
- (b) Describe the applications.
- (c) Justify the choice of applications.
- (d) List potential alternative choices of applications.

### **Outcome 2**

Create a public online article using a mobile device.

#### **Performance Criteria**

- (a) Create an article for posting online.
- (b) Upload/post the article online.

### **Outcome 3**

Design and create a slideshow project using mobile applications.

#### **Performance Criteria**

- (a) Design a slideshow project for use on a mobile device.
- (b) Capture and edit still images through a mobile device.
- (c) Capture and edit video through a mobile device.
- (d) Capture and edit sound through a mobile device.
- (e) Compile an online portfolio of original and edited images, video and sound.

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

**Unit title:** Mobile Technology: Media (SCQF level 6)

### **Evidence Requirements for this Unit**

Evidence is required to demonstrate that candidates have achieved all Outcomes and Performance Criteria.

Evidence will be gathered in open-book conditions at appropriate points in the Unit.

For Outcome 1, written and/or oral evidence is required to include:

- ◆ the name of an application for each of the following:
  - online text posting
  - online image posting
  - online video posting
  - online sound posting
  - online multimedia project posting
- ◆ a description of each application, of at least 100 words
- ◆ justification of application choices in terms of why it is appropriate for the task
- ◆ the name of at least one alternative to each application which can perform the same task

For Outcome 2, product evidence is required in the form of an online article. Candidates must create an article suitable of at least 500 words, and post the article online.

For Outcome 3, product evidence is required in the form of a portfolio/slideshow containing still images, video and sound. Candidates must choose a topic for the creation of a slideshow on a mobile device, and produce a design plan for the slideshow. The slideshow must be created using the applications given in Outcome 1. The finished slideshow must include:

- ◆ at least two images, one video file and one audio file, captured and edited using a mobile device
- ◆ a landing page with the topic title and description, created using a mobile device
- ◆ related text, created using a mobile device
- ◆ a link to an online article

The finished slideshow project must be available online and all original and edited media files, including the slideshow, must be stored in an online portfolio.

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

### **Unit title: Mobile Technology: Media (SCQF level 6)**

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**

This Unit is designed to introduce candidates to the variety of ways that mobile technologies can be used to create and manipulate media. Candidates will have the opportunity to study a range of mobile technologies and to establish the type, purpose and use of each. They will also have the opportunity to apply the skills learned through this study while creating multimedia elements, culminating in a final project.

In Outcome 1, candidates will learn to identify types of mobile applications relating to different types of media. They should gain a basic understanding of the varied requirements of applications for different media functions. Candidates should demonstrate that they understand the usefulness of each application for the appropriate media type. For example, candidates should recognise that a photographic application has the necessary functions available for producing the required end result.

Candidates can access suitable sources to find relevant applications and search engines can find sites which have 'best of' articles. Examples of searches are 'Best video app', 'Best apps of 2011', etc. Searching or browsing through the mobile device's market services will be useful. Decisions of which app to use can also be helped by candidates' previous use of the app, word-of-mouth, broadcasts or recommendations from any other suitable source.

The description should be complete enough that a non-user of the app will understand the purpose, abilities and uses of the app. Candidates could highlight unique functions and features that work particularly well on any weak points of the app.

Alternatives need only be mentioned by name to prove awareness of other similar apps.

Outcome 2 allows candidates to select any suitable online repository to create a text article, of which a number of free services are available. The text article may relate to the chosen topic in Outcome 3.

Outcome 3 allows candidates to familiarise themselves with their chosen applications to discover their functions and limitations. It also offers awareness of creating, editing and storing individual elements online before embarking on the slideshow project. The media elements should be related to the context of the slideshow topic.

All elements are to be created by the applications chosen by candidates in Outcome 1. This will allow familiarity where they can capture, edit and access a set of media elements which can be transferred to online storage through the mobile device. The online article created in Outcome 2 can be related to the slideshow and accessed by a link from the slideshow.

A general project brief should be provided suggesting a range of topics for the slideshow. The finished slideshow project should incorporate all of the edited elements which can be accessed through a mobile device from the online portfolio.

All Outcomes are interrelated and a holistic approach is recommended for the delivery of the Unit.

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

**Unit title:** Mobile Technology: Media (SCQF level 6)

### **Guidance on learning and teaching approaches for this Unit**

It is recommended that Outcome 1 is taught through tutor-led discussions on available apps in common use. The tutor could suggest an example of each type of app required and discuss the suitability along with advantages and disadvantages. Candidates could then be asked to research apps on their own.

Outcome 2 could include a class discussion on possible apps and sites for creation and posting of articles. A possible area could be a comparison between using an app which allows posting to a blog against an app which creates online word processed documents which first have to be downloaded for reading.

The creation of articles can also be discussed with the class. Along with the actual content, the planning of a document can be highlighted, perhaps using a separate task or to-do application. The various methods of uploading can be examined such as within the apps themselves or through the mobile operating system. Candidates could be encouraged to rate articles. Rating an article will include a discussion on the various user-rated online content available, such as scoring a product using a star rating or giving feedback on a bought item from an online store.

For Outcome 3, candidates could take part in group and tutor-led discussions about their own choices of apps. Candidates should have a chance to experiment with the functions for all the mobile apps they wish to use. This should also allow candidates to familiarise themselves with the input methods for their device's operation such as tap, double tap, long hold, slide, voice control, button controls, touch controls, shaking, bumping, etc.

Candidates should also become aware of any limitations of their apps. For example, it may be possible to upload an image through a device but not delete it. This is also an opportunity for candidates to test the reliability of the apps and the accessibility of online sites.

All the uploaded elements stored online should be able to be accessed easily from another connected mobile device or computer.

### **Guidance on approaches to assessment for this Unit**

Assessments for all Outcomes should be based on individual, practical based assignments. However, they can be collated together in a holistic approach.

In Outcome 1, alternatives need only be mentioned by name to prove awareness of other similar apps.

Checklists should be used to record that Performance Criteria have been met.

## National Unit specification: support notes (cont)

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### Opportunities for the use of e-assessment

E-assessment may be appropriate for some assessments in this Unit. By e-assessment we mean assessment which is supported by Information and Communication Technology (ICT), such as e-testing or the use of e-portfolios or e-checklists. Centres which wish to use e-assessment must ensure that the national standard is applied to all candidate evidence and that conditions of assessment as specified in the Evidence Requirements are met, regardless of the mode of gathering evidence. Further advice is available in *SQA Guidelines on Online Assessment for Further Education (AA1641, March 2003)*, *SQA Guidelines on e-assessment for Schools (BD2625, June 2005)*.

### Opportunities for developing Core Skills

In this Unit candidates are required to use a range of applications on mobile devices, which provide opportunities to develop aspects of the Core Skill of *Information and Communication Technology*. Additional activities may provide opportunities to develop aspects of the Core Skills of *Communication*, *Numeracy* and the *Problem Solving* component, 'Critical Thinking'. Progress in development will be dependent on centre resources and approaches to learning and teaching.

Written and/or oral reporting may provide opportunities to develop aspects of the Core Skill of *Communication*, such as the production of an online article in Outcome 2.

All Outcomes will require candidates to engage in *Critical Thinking*, such as when justifying their choices of applications in Outcome 1.

The nature of some specific applications may provide opportunities to develop aspects of the Core Skill of *Numeracy*.

### 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)

## History of changes to Unit

Version	Description of change	Date

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