

## OCR Level 2 Cambridge Technical Diploma in Media (600/6099/2)

### Overview

This qualification is designed for students aged 16-19 years old wanting to specialise in the media industry. This qualification is for someone who is looking to work creatively with media products, production processes, distribution and marketing through the analysis of media products, all of which enable learners to aspire to meet key industry requirements. Learners have the opportunity to take units that are relevant to specific areas within the Media industry; such as radio, film, gaming and web design.

Due to the nature of these technologies, the skills that the learner will develop through successful completion of these qualifications will enable them to seek employment more widely.

This qualification gives learners solid foundation skills, as well as an awareness and understanding of the core skills required for the roles allowing them to progress easily to higher level qualifications and potential specialisms.

This qualification has been designed so that it can be delivered in one year.

In order to take this qualification, learners do not need any specific knowledge or skills related to the qualification and/or occupation. However, they should be aged 16 years or over.

### What does this qualification cover?

To complete this qualification, the learner will need to undertake the mandatory unit, Introducing media products and audiences.

The mandatory unit will enable learners to understand media institutions, how they work and the products they produce through engagement with media products, production processes and technologies. This leads to the application of practical and creative skills that transfer easily into the workplace.

Learners will take up to five further optional units allowing choice to explore audio and visual elements, games production and web design.

This qualification will also enable learners to develop other desirable skills. Depending on their choice of optional units, this could include critical thinking, communication, leadership, and motivating others.

This qualification was developed in close collaboration with industry and employer-led organisations representing the sector including the sector skills council.

We've designed this qualification so that schools and colleges can work with employers to create assignments for students to demonstrate they can put their skills and knowledge to use. For example, this may be to create something, solve a problem or find ways to improve something that would be typical of what happens in jobs in the media industry. Employers can also get involved in teaching; from explaining the theories behind media principles and concepts and how they apply to the work they do, to talking about what to think about before designing a web page.

**What could this qualification lead to?**

This qualification will provide progression to employment through apprenticeships across a range of sectors depending on their creative preferences. Apprenticeships could include those in creative or digital media, arts or publishing, and support roles such as Media sales and administration. Regardless of choice for the optional units, the learner will be able to take the core knowledge they gain and apply it to a range of progression opportunities or job roles.

Alternatively, learners could progress on to further technical or vocational education in specific areas of Media e.g. radio, film, gaming and web design.

This qualification is part of a larger Substantial Vocational Level 2 suite, consisting of the Extended Certificate (180 GLH) and this Diploma (360 GLH).

The Diploma will provide learners with an introduction to the Media industry. This larger sized qualification allows learners to increase the number of optional units studied, enabling them to gain further depth and breadth of the Media industry. It will also support learners if they want to undertake additional study or professional development.