

Friday 24 May 2019 – Morning

LEVEL 3 CAMBRIDGE TECHNICAL IN DIGITAL MEDIA

05843/05844/05845/05846/05875 Unit 2: Pre-production and planning

INSERT



INFORMATION FOR LEARNERS

- Please read fully before completing the question paper.
- The insert is relevant to all questions.
- This document consists of 2 pages. Any blank pages are indicated.

INSTRUCTIONS TO EXAMS OFFICER/INVIGILATOR

- Do not send this insert document for marking; it should be retained in the centre or recycled.
- Please contact OCR Copyright should you wish to re-use this document.

Context

LiveWire is a multimedia production company that creates games, interactive kiosks and information stands for local visitor attractions. LiveWire have been approached by Ultimate Astronomy, a space and earth science visitor centre, to develop a new interactive kiosk game. Ultimate Astronomy mainly caters for children on school trips. LiveWire have three main members of staff:

Laura is responsible for the design and creation of the graphics and the house style of the game. She is also the Project Manager and will create interim deadlines for all staff.

Semeion is responsible for coding the game, the navigation of the quizzes and the game tasks. He is also responsible for testing the interactive features.

Danesh is responsible for researching information needed for the content, the game tasks and the quiz questions.

You have been taken on as an intern to help out with both the design of the game and the creation of engaging interactive content.

Product Brief

Ultimate Astronomy would like LiveWire to create an interactive kiosk game that helps children learn about the elements of the Solar System through a series of tasks and quizzes. They would like LiveWire to create a fun yet educational game that will test key information, such as the names of the planets and the distance of each planet from the Sun.

As part of the game an avatar will be travelling across the solar system. The avatar will take the form of an astronaut character and will travel to different planets in each level of the game. The game must embed short reviews at the end of each level and a piece of narrative to allow the children to test their knowledge in quizzes.

The game should contain images and sound effects/speech that will help the children learn the facts. The app should be bright, colourful and engaging so that children want to access the content.

The game is aimed at 7-13 year olds. Ultimate Astronomy hope that the content will be engaging enough to appeal to a range of cultural groups.

Ultimate Astronomy would like the game to be available and ready to be installed in the centre in six months' time.

OCR

Oxford Cambridge and RSA

Copyright Information:

OCR is committed to seeking permission to reproduce all third-party content that it uses in its assessment materials. OCR has attempted to identify and contact all copyright holders whose work is used in this paper. To avoid the issue of disclosure of answer-related information to candidates, all copyright acknowledgements are reproduced in the OCR Copyright Acknowledgements Booklet. This is produced for each series of examinations and is freely available to download from our public website (www.ocr.org.uk) after the live examination series.

If OCR has unwittingly failed to correctly acknowledge or clear any third-party content in this assessment material OCR will be happy to correct its mistake at the earliest possible opportunity.

For queries or further information please contact the Copyright Team, OCR (Oxford Cambridge and RSA Examinations), The Triangle Building, Shaftesbury Road, Cambridge CB2 8EA.

OCR is part of the Cambridge Assessment Group. Cambridge Assessment is the brand name of University of Cambridge Local Examinations Syndicate (UCLES), which is itself a department of the University of Cambridge.