



General Certificate of Education

**Applied Information and
Communication Technology
8751, 8753, 8756, 8759**

IT06 Computer Artwork

Report on the Examination

2010 examination – June series

Further copies of this Report are available to download from the AQA Website: www.aqa.org.uk

Copyright © 2010 AQA and its licensors. All rights reserved.

COPYRIGHT

AQA retains the copyright on all its publications. However, registered centres for AQA are permitted to copy material from this booklet for their own internal use, with the following important exception: AQA cannot give permission to centres to photocopy any material that is acknowledged to a third party even for internal use within the centre.

Set and published by the Assessment and Qualifications Alliance.

The Assessment and Qualifications Alliance (AQA) is a company limited by guarantee registered in England and Wales (company number 3644723) and a registered charity (registered charity number 1073334). Registered address: AQA, Devas Street, Manchester M15 6EX

Unit 6: Computer Artwork (IT06)

The majority of centres heeded the advice given in standardisation meetings and took an approach to this unit that gave candidates the opportunity to gain the full range of marks available. The majority of candidates produced appropriate work.

Some artwork was produced to very high standards, for real clients who would clearly be able to use the finished pieces. Candidates used a wide range of artwork packages and displayed considerable practical skill.

The portfolio requirements for this unit are two-fold. Firstly the candidate should produce a portfolio of sample artwork that demonstrates a range of techniques, using a variety of artwork applications and image capture methods. This portfolio of samples should be suitable for showing to a client. Secondly, the candidate should draw designs for, and produce a final version of, a piece of artwork that meets the requirements of a client. Ideally the finished artwork should demonstrate the use of some of the techniques shown in the portfolio of sample artwork.

A small number of candidates did not clearly label their samples of artwork to show which images were bitmap and which were vector based. These candidates often also failed to state what artwork applications they had used to create them or the source of their images, so could not be awarded the higher marks on AO1, Rows 1 and 2, for what were, in some cases, good portfolios of images. Candidates should also show good use of more than 2 devices for capturing or developing images for their sample artwork, in order to be awarded 3 marks on Row 3. There must be clear evidence that they have used devices, such as a mobile phone camera, a scanner, a graphics tablet or other suitable devices.

Final designs, assessed on AO1, Row 5, should either be hand-drawn, or sketched using drawing tools. They should not be created in the software that will be used for the final implementation and should be clearly labelled as **Final Design**. A design that can be implemented by a third-party (even with some guidance) could reasonably be expected to include measurements, exact colour values, fonts, sizes and so on. Better candidates produced designs that gave a clear indication of size and position of all elements within the artwork, which then also gained marks in AO3, Row 1.

Row 7 of AO1 requires clear evidence of the artwork being saved in formats that are suitable, for 2 marks. Good evidence is likely to come from screen shot/s of the candidate's user area, showing the image files with their file types displayed. The candidate should annotate these screen shot/s to show the images and file types used and the reasons why these file types were used.

It is worth noting here that AO3 mainly assesses the candidate's ability to plan the production of the finished artwork and candidates who provided even quite detailed commentary on the implementation of the finished artwork did not gain marks, whereas those who attempted to plan its creation and production did. AO3, Rows 3 to 5 are concerned with the planning stage, before the artwork is implemented, and credit should not be given for a retrospective account. Rows 3 and 5 were commonly awarded too many marks. To achieve marks on these rows, the candidate must plan how their artwork will be "produced" or output – perhaps by discussing the media they will use, the method of storage and display if to be produced electronically, the editing that will be required. A description of the editing that was undertaken as part of the implementation (a retrospective account) will not gain any marks.

For 3 or 4 marks to be awarded on AO3, Row 6 the final designs must be annotated to show what the candidate has altered during the implementation process. The idea is that the final design remains third-party implementable, even after changes are made because of decisions taken during implementation and testing of the final artwork.

Mark Ranges and Award of Grades

Grade boundaries and cumulative percentage grades are available on the [Results statistics](#) page of the AQA Website.