



**General Certificate of Education (A-level) Applied
June 2012**

**Applied Information and
Communication Technology**

IT06

**(Specification
8751/8753/8756/8757/8759)**

Unit 6: Computer Artwork

Report on the Examination

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IT06 – Computer Artwork

General Comments

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.

Much artwork in this series 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. The portfolio of sample artwork and the artwork for the client should be different. However some candidates used their sample artwork for their final artwork and this limited the marks that they could achieve in the first four rows of AO1. Ideally the finished artwork should also 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 were bitmap images and which were vector-based images. These candidates often also failed to state what artwork applications they had used to create them, or the source of their images, so being unable to gain 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 gain 3 marks on Row 3. There must be clear evidence that they have used such devices, such as a mobile phone camera, a scanner, a graphics tablet or other suitable devices.

Final designs, assessed on AO1, Row 5, should be either 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, text 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 shots of the candidate's user area, showing the image files with their file types displayed. The candidate should annotate this screen shots 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, and so on. They must also describe the editing that will be required, not the editing that was undertaken during implementation.

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 the 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.