

Friday 24 May 2019 – Morning

LEVEL 3 CAMBRIDGE TECHNICAL IN DIGITAL MEDIA

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

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Time allowed: 2 hours C362/1906

You must have:

• the Insert (C363)

Please write clea	arly in black	ink.							
Centre number						Candi	idate numbe	er	
First name(s)									
Last name									
Date of Birth	D D	M	Υ	Υ	Υ	Υ			

INSTRUCTIONS

- Use black ink.
- The Insert will be found inside this document.
- Answer all the questions.
- Write your answer to each question in the space provided.
- If additional answer space is required, you should use the lined page(s) at the end of this booklet. The question number(s) must be clearly shown.

INFORMATION

- · Refer to the insert provided when answering all questions.
- The total mark for this paper is **80**.
- The marks for each question are shown in brackets [].
- Quality of extended response will be assessed in questions marked with an asterisk (*).
- This document consists of 12 pages.

FOR EXAMINER USE ONLY				
Question No	Mark			
1	/6			
2	/4			
3	/3			
4	/12			
5	/6			
6	/8			
7	/9			
8	/8			
9	/8			
10	/16			
Total	/80			

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Answer **all** the questions.

Section A

1	(a)	Identify four client requirements that LiveWire must take into consideration when planning the game.	
		1	
		2	
		3	
		4[2	1]
	(b)	Explain how the LiveWire team could meet one of the client requirements identified in part 1(a) .	
		[2	ij
2		ntify two resources that the LiveWire team must have in order to be able to produce the ne. Explain why they will need each resource.	
	1		
	2		
			 11

3	Lau	ra and Semeion have produced a wireframe design to show their ideas for the game.				
		Identify three other pre-production documents that could help demonstrate Laura and Semeion's ideas.				
	1					
	2					
	3	[3]				
4	(a)	Laura has asked you to create the wireframe for the main quiz pages of the game.				
		Identify three elements of a wireframe that you will need to include. Explain why each is necessary.				
		1				
		2				
		3				
		[6]				

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	Consider the target audience. Identify two assets that will need to be created for the game and explain why each is needed.
	1
	2
	[6]
5 (a)	Semeion has asked you to plan a possible answer sequence for a quiz question that Danesh has written.
5 (a)	
5 (a)	Danesh has written. Identify one pre-production document you could use to do this and explain why you would
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Danesh is out of the office but has asked to see your ideas for the answer sequence so he can give feedback.
Identify one method of sharing your work and explain why this is suitable.
[3
ra has suggested that a storyboard and a script could be used to plan the different scenes ne astronaut's journey and tasks on the planets.
cuss the suitability of a storyboard and script for planning these scenes.

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7	As part of your role, you have been asked to research the ways children enjoy learning through games.
	Identify three secondary sources that could be used to find out this information and explain why each source is suitable.
	1
	2
	3

[9]

Answer all the questions.

Section B

8 The main avatar character in the game has yet to be designed. You have been given the task of creating a piece of concept art that shows what the main avatar character might look like.

In the space provided, draw the concept art for the main avatar character, identifying any movements, skills and features they could have based on the requirements of the brief and target audience.

Marks will be awarded for:

- content
- fitness for purpose.

[8]

Laura has asked you to develop a page mock-up for one of the quizzes.

In inte	In the space provided, create a mock-up of a quiz page showing the content, navigation and interactive features that could be included.		
Ma	arks will be awarded for:		
•	content		
•	layout		
•	fitness for purpose.		

9

10*	LiveWire has decided to conduct user testing to gain feedback from the target audience.
	Evaluate the advantages and disadvantages of user testing to gain feedback in order to plan the completion of the project. Use the brief to inform your answer.
	[16]

END OF QUESTION PAPER

ADDITIONAL ANSWER SPACE

If additional answer space is required, you should use the following lined page(s). The question number(s) must be clearly shown in the margin(s) – for example 1(a) or 4(a).



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