



Please write clearly in block capitals.

Centre number

Candidate number

Surname \_\_\_\_\_

Forename(s) \_\_\_\_\_

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# Level 3 Technical Level ENTERTAINMENT TECHNOLOGY

## Unit 2 Digital asset management

Friday 26 January 2018

Afternoon

Time allowed: 2 hours

### Materials

For this paper you must have:

- pens
- pencils
- simple drawing instruments
- scientific calculator (non-programmable).

### Instructions

- Use black ink or black ball-point pen.
- Fill in the boxes at the top of this page.
- Answer **all** questions.
- You must answer the questions in the spaces provided. Do not write outside the box around each page or on blank pages.
- Do all rough work in this book. Cross through any work you do not want to be marked.

### Information

- The marks for questions are shown in brackets.
- The maximum mark for this paper is 80. There are 50 marks for **Section A** and 30 marks for **Section B**.
- There are two sections to this paper.
- Both sections should be attempted.
- Candidates should spend approximately 60 minutes on **Section A** and 60 minutes on **Section B**.

### Advice

Please read each question carefully before starting.

For Examiner's Use	
Examiner's Initials	
Question	Mark
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<b>TOTAL</b>	



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## Section A

Answer **all** questions in this section.

**Total for this section: 50 marks**

In the multiple choice questions, only **one** answer per question is allowed.

For each question completely fill in the circle alongside the appropriate answer.

CORRECT METHOD



WRONG METHODS



If you want to change your answer you must cross out your original answer as shown.



If you wish to return to an answer previously crossed out, ring the answer you now wish to select as shown.



**0 1**

Which **one** of these storage media offers the slowest data retrieval?

**A** USB stick.

**B** Hard disk drive.

**C** Solid state drive.

**D** Tape.

[1 mark]

1

**0 2**

Which storage medium has the fastest seek and transfer time?

**A** DVD.

**B** Hard disk drive.

**C** Solid state drive.

**D** Tape.

[1 mark]

1



0 3

Which **one** of these file formats is lossy?

A SVG

B MP3

C FLAC

D HTML

[1 mark]

1

0 4

A game designer has been asked to produce a phone game for an advertising campaign. The game makes extensive use of company logos.

Why might the designer choose the PNG file format over the GIF file format to store the images?

A The GIF file format is owned by Unisys.

B The GIF file format is too lossy.

C The PNG file format has better support for animation.

D The PNG file format uses more efficient compression techniques.

[1 mark]

1

0 5

Which **one** of the following statements is true?

A Git operates on a client-server model.

B All Git repositories are visible to anyone.

C Git is a distributed revision control system.

D Git requires at least two computers to operate.

[1 mark]

1

Turn over ►



0 6

You have a computer with a modern operating system running on an SSD with 150 GB unused storage. You want to create a repository for a software project which you expect to take up no more than 500 MB of code and data.

Which **one** of the following must you also have to achieve this?

**A** A licence to use your chosen repository software.

**B** An internet connection.

**C** A client machine.

**D** A storage medium.

[1 mark]

1

0 7

Which medium is **most** appropriate for long-term backup?

**A** Solid state drive.

**B** Hard disk drive.

**C** Optical disk.

**D** Tape.

[1 mark]

1

0 8

After the death of the author, according to UK law, when does a work's copyright expire?

**A** After the estate has been dissolved.

**B** After the death of any surviving children.

**C** After 50 years.

**D** After 70 years.

[1 mark]

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1	1
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Raster graphics files can be stored in GIF, JPG and PNG formats.

Describe the benefits of each particular format.

**[6 marks]**

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6

**Turn over for the next question**

**Turn over ►**







1 3

An IT department has discovered that some data on a USB stick does not have the expected values.

Identify and explain with examples **three** possible causes for this.

**[6 marks]**

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**Turn over for the next question**

**Turn over ►**





1 5 . 1

An app developer makes a simple phone game using images sourced from an online commercial picture library. The developer completes the game without checking any licensing restrictions for the images, nor contacting the library owner.

The game sells very well. The library owner recognises the images and chooses to prosecute. In the first instance, the case is heard in the magistrates' court.

What would the range of penalties be if the developer was found guilty?

**[3 marks]**

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1 5 . 2

The developer then requests a jury trial and the case is sent to the Crown Court. The developer is found guilty of a breach of infringement of copyright under the Copyright, Designs and Patents Act (1988).

Given that the developer was found guilty in a Crown Court, what would the range of penalties now be?

**[3 marks]**

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6

Turn over ►



### Section B

Answer **all** questions in this section.

**Total for this section: 30 marks**

1	6
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A small start-up business has been awarded its first contract by a large engineering company. The company wants a new website following a rebranding exercise. The website needs to be made of low bandwidth assets to accommodate customers in the developing world. It should contain information about the company; photographs, drawings and schematics of the product range in action; as well as biographies of the directors. Any text should be available for display in many languages.

Giving reasons, describe the classes of assets that the start-up business would be most likely to create, and which file formats they should be stored in during production and on the live server.

**[15 marks]**

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1 7

A small software company develops phone apps and games for advertising clients. Each project takes about four weeks to complete and uses very few art, video and audio resources. After a serious data loss due to version conflicts, the company decides to formalise its version control strategy.

This strategy needs to take into account the following.

- Frequent revisions of client requirements.
- Staff collaboration on, and internal review of, individual assets.
- Hardware and software costs of implementation.

Outline an appropriate version control strategy. State your reasons.

**[15 marks]**

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**END OF QUESTIONS**



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ANSWER IN THE SPACES PROVIDED**

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