

## National 4 SfW Creative Digital Media (Course Code: C264 74)

SCQF Level 4 (24 Credit Points)

### Why study SfW Creative Digital Media?

The digital media and creative industries sector includes several industries such as advertising, music, TV and radio, multimedia, computer software development, printing and publishing.

The industries offer good opportunities for those who enjoy:

- thinking creatively
- working under pressure
- using new technologies
- communicating with others.

### Career Pathways

To see what career areas this subject could lead to and the routes to get there, download and view these career pathways:

[Art and Design](#)

[Communications and Media](#)

[Computing and ICT](#)

[Performing Arts](#)

### What do I need to get in?

Entry is at the discretion of the school or college.

### What will I study?

The course is made up of **four** compulsory units, each one taking 40 hours of study.

- An Introduction to the Industry (6 SCQF credit points) **OR**  
An Introduction to the Industry - Scotland (6 SCQF credit points)
- The Creative Process (6 SCQF credit points)
- Hardware and Software (6 SCQF credit points)
- Production Project (6 SCQF credit points)

### You will learn about

- how digital media are used in television, radio, publishing and games
- the use of software to capture and edit media content

- aspects of the Core Skill "Problem Solving".

### Where will I take the course?

You will usually train at a local college. Training sessions will take place for a set number of hours and weeks during term time.

### Work experience/placements

You may be able to arrange a related work experience placement by speaking to your pastoral care or guidance teacher in school. However, placements in these industries are often limited and competition is fierce. You may be able to visit individual companies or hear about the industry from visiting speakers.

### How will I be assessed?

Assessment will be based on a range of practical activities in real or simulated workplace settings. Tutors will observe and keep records of your work. Some assessment may be done online using an e-portfolio system.

### Study Materials

### What can I go on to next?

You may be able to progress to:

#### Employment/Training

- A job or training in the creative media sector, if you go on to further study and get relevant experience.

#### Further/Higher Education

- A one year full time NC or NQ in media such as Media Studies or Digital Media Computing at a local college of further education.

Further study, training or employment in:

- Art and Design
- Communications and Media
- Computing and ICT
- Performing Arts