

GCSE Digital Technology (Multimedia)

What is GCSE Digital Technology?

Digital Technology is aimed at students who have an interest in developing their skills using digital technologies. It aims to develop student skills in using digital technology-based solutions to solve problems. Students who study digital technology will have the opportunity to apply their skills to a range of digital based problems. They will also have the opportunity to become proficient users of technology in legal, social, economic, ethical and environmental contexts.



How is Digital Technology Assessed?

Digital Technology comprises of three units:

1. Unit 1: Digital Technology (Core Unit)
2. Unit 2: Digital Authoring Concepts (Multimedia Unit)
3. Unit 3: Digital Authoring Practice (Multimedia Unit)

Unit	Method of Assessment	Weighting
1. Unit 1: Digital Technology (Core Unit)	External written examination - 1 hour	30%
2. Unit 2: Digital Authoring Concepts (Multimedia Unit)	External written examination – 1½ hours	40%
3. Unit 3: Digital Authoring Practice (Multimedia Unit)	Controlled Assessment	30%

Unit 1: Digital Technology (Core Unit)

In this unit, students explore a range of digital technologies available for data storage, manipulation, presentation and transfer. They also evaluate the importance of data security and data legislation. There is a written examination which will be taken at the end of Year 11.

Unit 2: Digital Authoring Concepts (Multimedia Unit)

In this unit, students gain an understanding of the concepts in the development of digital systems. They will gain knowledge of the Systems' Life Cycle and the different stages involved in developing digital systems. This unit will be assessed by a written examination at the end of Year 12.

Unit 3: Digital Authoring Practice (Multimedia Unit)

This unit is a practical based, controlled assessment. Students are required to design, develop and test digital a multimedia system. This will involve designing a database solution to a given problem. Students will carry out storyboarding and prototyping as well as devising a test plan for the designed solution.