

Programme Specification: Higher National Diploma in Creative Media Production Game Development

Awarding Institution:	Pearson Education Ltd.
Teaching Institution:	West Herts College
Teaching department:	Performance, Music & Media
Key contact:	Phil Hill (philip.hill@westherts.ac.uk), Ross Langston (Ross.Langston@westherts.ac.uk)
Programme accredited by:	Pearson Education Ltd.
Final award:	Pearson BTEC Higher National Diploma in Creative Media Production
UCAS code:	HNDM
Campus:	Watford
Ofqual Regulated Qualification Framework (RQF)	
Qualification numbers:	HNC: 603/2286/X & HND: 603/2282/2
Mode of delivery:	Full-Time 2 Years
Framework for Higher Education Qualification (FHEQ) level of the award:	HNC Level 4 / HND Level 5
Date of last QAA Review:	November 2019

Educational Aims of the Programme

- The Level 4 Higher National Certificate in Creative Media Production: Game Development offers students an introduction to the subject area via a mandatory core of learning, while allowing for the acquisition of skills and experience through the selection of optional units across a range of occupational themes at Level 4.
- This effectively builds underpinning core skills while preparing the student for subject specialisation at Level 5. Students will gain a wide range of sector knowledge tied to practical skills gained in research, independent and directed study, and workplace scenarios.

Students will be expected to develop the following skills during the programme:

- Analysing, synthesising and summarising information critically;
- The ability to read and use appropriate literature with a full and critical understanding;
- The ability to think independently and solve problems;
- Applying subject knowledge and understanding to address familiar and unfamiliar problems.

Criteria for Admission to Programme

Entry requirements - Learners would typically have at least one of the following:

- A BTEC Level 3 qualification in Digital Gaming (Creative Media Production) or relevant subject
- A GCE Advanced Level profile that demonstrates strong performance in a relevant subject or adequate performance in more than one GCE subject. This profile is likely to be supported by GCSE grades at A* to D/9 to 3 (or equivalent) for English and maths.
- Other related Level 3 qualifications.
- Related work experience.
- An international equivalent of the above.

Regulation of Standards

- Assessment conforms to Pearson regulations.
- Internal Verification of assignment briefs and assessment standards
- External moderation of samples of work by External Examiner
- Annual Lead Standards Visit (LSV)
- Annual Examination Boards
- Meets QAA UK standards
- The College's Appeals Policy and Procedure is provided in Appendix A of the Student Handbook which includes the student's rights to appeal to the Office of the Independent Adjudicator.

Programme Objectives:

- To equip individuals with the knowledge, understanding and skills required for success in employment in the Creative Media Industries.
- To enable progression to an undergraduate degree or related professional qualification.
- To provide specialist study relevant to individual vocations and environments in which learners are currently working, or to which learners are aiming to work within the Games Industry.
- To develop skills and techniques, personal qualities and attributes essential for

successful performance in working life and thereby enable learners to make an immediate contribution to employment.

- To develop transferable skills and knowledge which will enable individuals to meet changing circumstances, whether within their own area of employment.
- To motivate individuals to progress to further professional development through future study or as part of their chosen career.

Practical Skills - the ability to:

- Develop practical skills that can be applied by individuals within the workplace.
- Develop and apply key leadership skills in practical sessions or when building links between theory and application in the workplace.
- Develop organisational skills to respond creatively to assignment briefs, meet dead-lines, and prepare presentations, document research undertaken.
- Display their work confidently and well, using different methods of presentation.
- Understand and apply the asset production pipeline to a professional standard.

Intellectual Skills - the ability to:

- Develop visual literacy through 'reading' and understanding a range of visual work.
- Communicate research/ findings effectively and appropriately
- Use research skills obtain and integrate subject specific evidence to formulate test hypothesis
- Use academic protocols to understand and enhance academic writing.
- Give a clear and accurate account of a subject, marshal argument in a mature way and engage in debate and dialogue both with peers and specialists
- Apply and extend communication skills in order to accommodate their own continuing professional development.

Common / Transferable Skills - the ability to:

- Manage and develop an effective skillset,
- Work with autonomy while also being capable of relating to and with working

efficiently with others

- Communicate effectively orally and in writing
- Communicate effectively with a range of ages, abilities, peers and professionals
- Improved confidence and self esteem
- Apply numeracy
- Apply technology
- Analyse, deconstruct and manage tasks and solve problems
- Apply creativity

Teaching, Learning and Assessment

Teaching and learning

- Analytic thinking skills are developed through academic protocols, discussion in classroom, assignment work and tutorial sessions.
- Practical skills are an essential component of the programme and are developed through classroom activity, external/ expert demonstration, and independent work and peer/ tutor feedback.
- Common skills such as oral and written communication are developed in group and tutorial sessions, through assignments and practical work.
- All staff have relevant industry experience.

Assessment

Each unit is assessed by individual or group participation, research and coursework assignments.

- Assessment activities provide major opportunities for learning, including:
 - Peer feedback
 - Individual and group presentations
 - Essay, evaluations and assignments

All assessments are delivered through a standard system, which makes the context and the assessment criteria clear. There are regular assessment weeks. Grades accumulate over the year. The External Examiner samples student work and grades. An annual Exam Board considers External Examiner's remarks and finalises all student grades.

Support for Learning

- Student progression is supported both by subject tutors and also by central college services
- A comprehensive induction introducing new students to the subject, to the course, teaching staff and to the college facilities and support services including Learning Resource Centre (LRC), Student Support and Additional Learning Support
- College and Course Handbooks available in print and electronic format
- Personal and academic support integrated into teaching provided by approachable lecturers and a programme leader who monitors performance
- Study and research skills integrated into the programme
- Written electronic assignment feedback, within three weeks of assignment submission
- Up-to-date computing facilities and a modern, well-equipped LRC
- Highly effective Virtual Learning Environment (CANVAS)
- Access to higher education specific academic support sessions
- Access to Student Support for students with welfare, financial or counselling needs
- Access to Learning Support for students with educational needs
- Access to careers advice and support
- Regular one-to-one tutorials and target setting

Progression

The Level 4 Higher National Certificate provides a solid grounding in Creative Media Production (Game Development), which students can build on in order to continue studies beyond the Certificate stage. The Level 5 Higher National Diploma allows students to further focus on specific career paths and progression routes to degree-level study. On successful completion of the Level 5 Higher National Diploma, students can develop their careers in the Creative Media sector through:

- Entering employment
- Continuing existing employment with the potential for promotion
- Linking with the appropriate Professional Body
- Committing to Continuing Professional Development (CPD)
- Progressing to university. The Level 5 Higher National Diploma is recognised by games development degree awarding Universities as meeting admission requirements to many relevant games development and game art courses, for example:
 - University of Hertfordshire

- University of Brighton
- Falmouth University
- University of East London
- Norwich University of the Arts
- Teeside University
- University of Westminster

Details of entry requirements for BTEC Higher National graduates into degree programmes at institutions in the UK and internationally can be found on the 'Pearson Degree Course Finder' website. Students should always check the entry requirements for degree programmes at specific Higher Education providers. After completing a Pearson BTEC Level 4 Higher National Certificate or Level 5 Higher National Diploma, students can also progress directly into employment.

Evaluating & Improving the Quality & Standards of Teaching & Learning

- Regular College student questionnaires in addition to the National Student Survey (NSS)
- Capturing student voice throughout the academic year and at Student Rep meetings
- Annual lesson observation scheme
- Annual Monitoring and Evaluation Report (AMER)
- Good practice in teaching and learning is developed through regular staff development workshops and through staff assisting with internal verification of students' work
- Staff development activities are discussed at annual appraisal interviews and staff are actively encouraged to develop their professional practice through scholarly activity.
- External Examiners reports

Further information about this course can be accessed via the Pearson Programme Specification available at: <https://qualifications.pearson.com/en/qualifications/btec-higher-nationals/creative-media-production-2018.html#tab-Teaching>

Programme structure: Pearson BTEC Higher National in Creative Media Production (RQF, 2018)

Pearson BTEC Level 4 Higher National Certificate in Creative Media Production (Game Development)			
Core units	Unit	Level	credits
1 Mandatory	Individual Project (Pearson-set)	4	15
2 Mandatory	Creative Media Industry	4	15
3 Mandatory	Professional Practice	4	15
20 Optional	3D Modelling	4	15
21 Specialist (mandatory)	Game Development Practices	4	15
22 Specialist (mandatory)	Games in Context	4	15
23 Specialist (mandatory)	Game Design	4	15
31 Optional	Art Development	4	15
		Total	120 credits

Qualification credit value: a minimum of 120 credits. This is made up of eight units, each with a value of 15 credits. There is a required mix of Core (mandatory), Specialist and Optional units totalling 120 credits. All units are at Level 4.

Pearson would expect that a HND student would have achieved at least 90 credits at Level 4 before progressing to Level 5 units. This allows for the students to submit the remaining 30 credits at Level 4 while undertaking their Level 5 study.

Pearson BTEC Level 5 Higher National Creative Media Production (Game Development)			
Core units	Unit	Level	Credit
44 Specialist (Mandatory)	Advanced Game Development Studies	5	30
36 Mandatory	Collaborative Project (Pearson-set)	5	15
37 Mandatory	Personal Professional Development	5	15
46 Optional	Advanced Rendering & Visualisation	5	15
47 Optional	Emerging Technologies	5	15
61 Optional	Advanced 3D Modelling	5	15
75 Optional	Environment & Level Design	5	15
		Total	120 credits

The Level 5 Higher National Diploma consists of the Level 4 Higher National Certificate (above) **plus** an additional 120 credits at Level 5.

Qualification credit value: a minimum of 240 credits, of which 120 credits are at Level 5, and 120 credits are at Level 4 and usually attained via the HNC. There is a required mix of Core, Specialist and Optional units totalling 240 credits.

Mapping of HND in Creative Media Production against FHEQ Level 5

Key

KU Knowledge and Understanding

CS Cognitive Skills

AS Applied Skills

TS Transferable

The qualification will be awarded to students who have demonstrated:

FHEQ Level 5 descriptor		Creative Media Production HND Programme Outcome
<p>Knowledge and critical understanding of the well-established principles of their area(s) of study, and of the way in which those principles have developed.</p>	KU1	<p>Knowledge and understanding of the fundamental principles and practices of the contemporary global creative media production industry.</p>
	KU2	<p>Knowledge and understanding of the external creative industries environment and its impact upon local, national and global levels of strategy, behaviour, management and sustainability.</p>
	KU3	<p>Understanding and insight into different creative media production practices, their diverse nature, purposes, structures and operations and their influence upon the external environment.</p>
	KU4	<p>A critical understanding of the ethical, legal, professional, and operational frameworks within which the creative industries operate.</p>
	KU5	<p>A critical understanding of processes, procedures and practices for effective management of products, services and people.</p>

FHEQ Level 5 descriptor		Creative Media Production HND Programme Outcome
	KU6	A critical understanding of the evolving concepts, theories and models within the study of creative media production across a range of practical and hypothetical scenarios.
	KU7	An ability to evaluate and analyse a range of concepts, theories and models to make appropriate creative media production decisions.
	KU8	An appreciation of the concepts and principles of CPD, staff development, leadership and reflective practice as methods and strategies for personal and people development.
Ability to apply underlying concepts and principles outside the context in which they were first studied, including, where appropriate, the application of those principles in an employment context.	CS1	Apply knowledge and understanding of essential concepts, principles and models within the contemporary global creative industries.
	AS1	Evidence the ability to show client relationship management and develop appropriate policies and strategies to meet stakeholder expectations.
	AS2	Apply innovative creative media production ideas to develop and create new products or services that respond to the changing nature of the creative industries.
	AS3	Integrate theory and practice through the investigation and examination of practices in the workplace.
	AS4	Develop outcomes for clients/businesses using appropriate practices and data to make justified recommendations.
	CS2	Develop different strategies and methods to show how resources (human, financial and information) are integrated and effectively managed to successfully meet objectives.

FHEQ Level 5 descriptor		Creative Media Production HND Programme Outcome
<p>Knowledge of the main methods of enquiry in the subject(s) relevant to the named award, and ability to evaluate critically the appropriateness of different approaches to solving problems in the field of study.</p>	CS3	Critically evaluate current principles of the creative industries, and their application to problem-solving.
	CS4	Apply project management tools/techniques for reporting and planning, control and problem-solving.
	KU9	Knowledge and understanding of how the creative industries influence the development of people and businesses.
	CS5	Critique a range of creative media production technology systems and operations, and their application, to maximise and successfully meet strategic objectives.
	KU10	An understanding of the appropriate techniques and methodologies used to resolve real-life problems in the workplace.
<p>An understanding of the limits of their knowledge, and how this influences analysis and interpretations based on that knowledge.</p>	TS1	Develop a skill-set to enable the evaluation of appropriate actions taken for solving problems in a specific creative media production context.
	TS2	Self-reflection, including self-awareness; the ability to become an effective independent student and appreciate the value of the self-reflection process.

Typically, holders of the qualification will be able to:

FHEQ Level 5 descriptor		Creative Media Production HND Programme Outcome
Use a range of established techniques to initiate and undertake critical analysis of information, and to propose solutions to problems arising from that analysis.	TS3	Competently use digital literacy to access a broad range of research sources, data and information.
	CS6	Interpret, analyse and evaluate a range of data, sources and information to inform evidence-based decision-making.
	CS7	Synthesise knowledge and critically evaluate strategies and plans to understand the relationship between theory and real-world creative industry scenarios.
Effectively communicate information, arguments and analysis in a variety of forms to specialist and non-specialist audiences, and deploy key techniques of the discipline effectively.	TS4	Communicate confidently and effectively, both orally and in writing, internally and externally, with creative industry professionals and other stakeholders.
	TS5	Communicate ideas and arguments in an innovative manner using a range of digital media.
	AS5	Locate, receive and respond to a variety of information sources (e.g. textual, numerical, graphical and computer-based) in defined contexts.
	TS6	Demonstrate strong interpersonal skills, including effective listening and oral communication skills, as well as the associated ability to persuade, present, pitch and negotiate.

FHEQ Level 5 descriptor		Creative Media Production HND Programme Outcomes
Undertake further training, develop existing skills and acquire new competences that will enable them to assume significant responsibility within organisations.	TS7	Identify personal and professional goals for Continuing Professional Development to enhance competence to practise within a chosen creative industries field.
	TS8	Take advantage of available pathways for Continuing Professional Development through higher education and Professional Body Qualifications.

Holders will also have:

FHEQ Level 5 descriptor		Creative Media Production HND Programme Outcomes
The qualities and transferable skills necessary for employment requiring the exercise of personal responsibility and decision-making.	TS9	Develop a range of skills to ensure effective team working, independent initiatives, organisational competence and problem-solving strategies.
	TS10	Reflect adaptability and flexibility in approach to creative media production, showing resilience under pressure and meeting challenging targets within given deadlines.
	TS11	Use quantitative skills to manipulate data, evaluate and verify existing theory.
	CS8	Evaluate the changing needs of the creative industries and have confidence to self-evaluate and undertake additional CPD as necessary.
	TS12	Emotional intelligence and sensitivity to diversity in relation to people and cultures.

HNC/D Creative Media Production Programme Outcomes for Students

Unit	Knowledge and Understanding										Cognitive Skills								Applied Skills					Transferable Skills											
	1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	1	2	3	4	5	1	2	3	4	5	6	7	8	9	10	11	12
1	X		X	X		X	X	X	X	X	X	X	X	X		X		X	X		X	X	X	X	X				X		X		X		
2	X	X	X	X		X			X		X		X			X					X			X						X	X	X			
3	X	X	X	X	X	X	X	X	X	X	X	X	X	X		X	X	X			X	X	X	X		X	X		X		X	X		X	
4	X		X			X	X		X	X		X		X	X	X		X	X		X	X	X		X	X	X				X		X		
5	X		X			X	X		X	X		X			X	X					X			X		X					X		X		
6	X		X			X	X		X	X		X			X	X		X	X		X	X	X		X	X					X		X		
7	X		X			X	X		X	X		X	X		X	X		X	X	X	X	X	X		X	X					X		X		
8	X		X			X	X	X		X		X				X				X			X								X		X		
9	X		X			X	X		X	X		X	X	X	X	X		X	X		X	X	X		X	X	X				X		X		
10	X		X			X	X		X	X		X			X	X		X	X	X	X	X	X		X	X	X				X		X		
11	X		X			X	X		X	X		X			X	X				X			X								X		X		
12	X		X			X	X		X	X		X			X	X	X		X	X		X	X	X		X	X	X			X		X		
13	X		X			X	X		X	X		X			X	X	X		X	X		X	X	X		X	X	X			X		X		
14	X		X			X	X	X	X	X	X	X	X	X	X	X		X	X		X	X			X	X	X				X		X		
15	X		X			X	X		X	X		X	X	X	X	X		X	X		X	X	X		X	X	X				X		X		
16	X		X			X	X		X	X		X			X	X	X		X	X		X	X	X		X	X	X			X		X		
17	X		X			X	X	X	X	X		X			X		X				X			X	X					X		X			
18	X		X			X	X		X	X		X			X	X	X		X	X		X	X	X		X	X	X			X		X		
19	X		X			X	X		X	X		X			X	X	X		X	X		X	X	X		X	X	X			X		X		

	Knowledge and Understanding					Cognitive Skills					Applied Skills					Transferable Skills											
20	X	X		X	X		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X		
21	X	X	X	X	X		X	X	X		X	X	X	X	X	X	X	X	X	X	X				X	X	
22	X	X		X	X	X		X		X		X		X			X		X					X	X		
23	X	X		X	X		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X				X	X	
24	X	X		X	X		X	X	X		X	X	X	X	X	X	X	X	X	X	X				X	X	
25	X	X		X	X		X	X	X		X	X	X	X	X	X	X	X	X	X	X				X	X	
26	X	X		X	X		X	X	X		X	X	X	X	X	X	X	X	X	X	X				X	X	
27	X	X		X	X		X	X	X		X	X	X	X	X	X	X	X	X	X	X				X	X	
28	X	X		X	X		X	X	X		X	X	X	X	X	X	X	X	X	X	X	X	X		X	X	
29	X	X		X	X		X	X	X		X	X	X	X	X	X	X	X	X	X	X				X	X	
30	X	X		X	X		X	X	X		X	X	X	X	X	X	X	X	X	X	X				X	X	
31	X	X		X	X		X	X	X		X	X	X	X	X	X	X	X	X	X	X				X	X	
32	X	X		X	X		X	X	X		X	X	X	X	X	X	X	X	X	X	X	X			X	X	
33	X	X	X	X	X	X	X	X	X		X	X	X	X	X	X	X	X	X	X	X				X	X	X
34	X	X		X	X		X	X	X		X	X	X	X	X	X	X	X	X	X	X				X	X	
35	X	X		X	X		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X				X	X	
36	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	
37	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	
38	X	X		X	X		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X				X	X	
39	X	X	X	X	X		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X				X	X	
40	X	X		X	X		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X				X	X	
41	X	X		X	X		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X				X	X	
42	X	X		X	X		X	X	X		X	X	X	X	X	X	X	X	X	X	X				X	X	
43	X	X		X	X		X	X	X		X	X	X	X	X	X	X	X	X	X	X				X	X	
44	X	X		X	X		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X				X	X	

	Knowledge and Understanding						Cognitive Skills						Applied Skills						Transferable Skills														
45	X		X		X	X		X	X	X	X		X	X		X	X	X	X	X	X		X						X	X		X	
46	X		X		X	X		X	X		X		X	X	X	X	X	X	X	X	X	X		X	X	X					X		X
47	X	X	X		X	X		X	X	X	X		X	X	X	X	X	X	X	X	X	X	X	X	X	X					X		X
48	X		X		X	X		X	X		X	X	X	X	X	X	X	X	X	X	X	X		X	X	X					X		X
49	X		X		X	X		X	X		X	X	X	X	X	X	X	X	X	X	X	X		X	X					X		X	
50	X		X		X	X		X	X		X	X	X	X	X	X	X	X	X	X	X	X		X	X					X		X	
51	X		X		X	X		X	X		X	X	X	X	X	X	X	X	X	X	X	X		X	X	X				X		X	
52	X		X		X	X		X	X		X	X	X	X	X	X	X	X	X	X	X	X		X	X	X				X		X	
53	X		X		X	X		X	X		X	X		X	X	X	X	X	X	X	X	X	X	X		X			X		X		
54	X		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
55	X		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
56	X		X		X	X		X	X		X		X	X		X	X	X	X	X	X	X		X	X	X	X			X		X	
57	X		X		X	X		X	X		X		X	X		X	X	X	X	X	X	X		X	X	X				X		X	
58	X		X	X	X	X		X	X		X	X	X	X	X	X	X	X	X	X	X	X		X	X	X				X		X	
59	X		X		X	X		X	X		X	X	X	X	X	X	X	X	X	X	X	X		X	X					X		X	
60	X		X		X	X		X	X		X	X	X	X	X	X	X	X	X	X	X	X		X	X	X				X		X	
61	X		X		X	X		X	X		X		X	X		X	X	X	X	X	X	X		X	X	X				X	X	X	
62	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
63	X		X	X	X	X	X	X	X	X	X		X	X		X	X	X	X	X	X	X		X	X					X	X	X	
64	X		X		X	X		X	X		X	X	X	X	X	X	X	X	X	X	X	X		X	X	X				X		X	
65	X		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X		X	X	X				X	X	X	
66	X		X		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X		X		X				X		X	
67	X		X		X	X		X	X		X		X	X		X	X	X	X	X	X	X	X	X	X		X	X	X	X	X	X	
68	X		X		X	X		X	X		X		X	X		X	X	X	X	X	X	X		X	X					X		X	

	Knowledge and Understanding									Cognitive Skills						Applied Skills				Transferable Skills												
69	X	X	X		X	X	X		X	X	X		X	X	X	X	X		X	X		X	X	X						X		X
70	X		X			X	X			X	X		X	X		X	X		X	X		X		X						X		X
71	X	X	X	X	X	X	X	X	X	X	X	X	X		X	X		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
72	X		X	X		X	X			X	X		X		X	X		X	X		X	X							X		X	
73	X	X	X		X	X	X		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
74	X		X			X	X			X	X		X		X	X	X	X	X	X	X	X	X						X		X	
75	X		X			X	X			X	X		X		X	X	X	X	X	X	X	X	X	X					X		X	
76	X		X			X	X			X	X		X		X	X	X	X	X	X	X	X	X						X		X	

Transferable skills mapping

Level 4 Higher National Certificate in Creative Media Production: mapping of transferable employability and academic study skills

Unit	Cognitive Skills						Intra-personal Skills					Interpersonal Skills		
	Problem-solving	Critical Thinking/ Analysis	Decision-making	Effective Communication	Digital Literacy	Numeracy	Creativity	Plan Prioritise	Self-management	Independent Learning	Self-reflection	Teamwork	Leadership	Cultural Awareness
1	X		X		X		X	X	X	X	X			
2		X		X					X	X				X
3	X		X	X				X	X	X	X			X
4	X	X	X	X	X	X	X	X	X	X				X
5		X		X						X				X
6	X	X	X	X			X	X	X	X	X			X
7	X	X	X	X			X	X	X	X	X			X
8		X		X					X	X	X			X
9	X	X	X	X	X	X	X	X	X	X	X	X	X	X
10	X	X	X	X		X	X	X	X	X	X			X
11		X		X		X		X			X			X
12	X	X	X	X	X	X	X	X	X	X	X			X

	Cognitive Skills						Intra-personal Skills					Interpersonal Skills		
13	X	X	X	X	X	X	X	X	X	X	X			X
14	X	X	X	X	X	X	X	X	X	X	X			X
15	X	X	X	X	X	X	X	X	X	X	X			X
16	X	X	X	X	X	X	X	X	X	X	X			X
17		X		X				X	X	X				X
18	X	X	X	X	X	X	X	X	X	X	X			X
19	X	X	X	X	X	X	X	X	X	X	X			X
20	X		X		X	X	X	X	X	X				X
21	X	X	X		X	X	X	X	X	X				X
22		X		X	X			X	X	X				X
23	X	X	X	X	X	X	X	X	X	X	X			X
24	X	X	X	X	X	X	X	X	X	X		X	X	X
25	X	X	X	X	X	X	X	X	X	X	X			X
26	X	X	X	X	X	X	X	X	X	X	X			X
27	X		X	X			X	X	X	X	X			X
28	X	X	X	X				X	X	X	X			X
29			X	X				X	X	X	X			X
30	X	X	X	X	X	X	X	X	X	X	X			X
31	X	X	X	X	X		X	X	X	X	X			X
32	X		X	X			X	X			X	X	X	X
33	X	X	X	X	X	X		X	X	X	X			X
34	X	X	X	X	X	X	X	X	X	X	X			X
35	X	X	X	X	X	X	X	X	X	X	X			X

Level 5 Higher National Diploma in Creative Media Production: mapping of transferable employability and academic study skills

Unit	Cognitive Skills					Intra-personal Skills					Interpersonal Skills				
	Problem-solving	Critical Thinking/ Analysis	Decision-making	Effective Communication	Digital Literacy	Numeracy	Creativity	Plan/Prioritise	Self-management	Independent Learning	Self-reflection	Teamwork	Leadership	Cultural Awareness	Interpersonal Skills
36	X	X	X	X			X	X	X		X	X	X	X	X
37	X	X	X				X	X	X	X				X	X
38	X	X	X	X	X	X	X	X	X	X	X	X		X	X
39	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
40	X	X	X	X			X	X	X	X				X	X
41	X	X	X	X	X	X	X	X	X	X				X	
42	X	X	X	X	X	X	X	X	X	X				X	
43	X	X	X	X	X	X	X	X	X	X				X	
44	X	X	X	X	X	X	X	X	X	X				X	
45	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
46	X	X	X	X	X	X	X	X	X	X				X	
47	X	X	X	X	X	X	X	X	X	X				X	
48	X	X	X	X	X	X	X	X	X	X				X	
49	X	X	X	X	X	X	X	X	X	X				X	
50	X	X	X	X	X		X	X	X	X				X	
51	X	X	X	X	X	X	X	X	X	X				X	

	Cognitive Skills					Intra-personal Skills					Interpersonal Skills				
52	X	X	X	X	X	X	X	X	X	X	X			X	
53	X	X	X	X	X		X	X	X	X	X			X	X
54	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
55	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
56	X	X	X	X			X	X	X	X	X	X	X	X	X
57	X	X	X	X			X	X	X	X	X			X	X
58	X		X	X	X		X	X	X	X	X	X	X	X	X
59	X	X	X	X	X		X	X	X	X	X			X	X
60	X	X	X	X	X	X	X	X	X	X	X			X	
61	X		X	X	X	X	X	X	X	X	X			X	
62	X	X	X	X	X	X	X	X	X	X	X		X	X	
63	X	X	X	X	X	X	X	X	X	X	X			X	
64	X		X		X	X	X	X	X	X	X			X	
65	X	X	X	X	X	X	X	X	X	X	X			X	X
66	X	X	X	X	X	X	X	X	X	X	X			X	
67	X	X	X	X			X	X	X	X	X			X	X
68	X	X	X	X			X	X	X	X	X			X	X
69	X	X	X	X	X	X	X	X	X	X	X			X	X
70	X		X	X	X	X	X	X	X	X	X			X	
71	X		X	X				X	X	X	X	X		X	X
72	X	X	X	X	X		X	X	X	X	X			X	
73	X	X	X	X	X	X	X	X	X	X	X			X	
74	X		X		X		X	X	X	X	X			X	
75	X	X	X	X	X	X	X	X	X	X	X			X	
76	X	X	X	X	X		X	X	X	X	X	X	X	X	X