

Wednesday 10 January 2024 – Afternoon

Level 1/Level 2 Cambridge National in Creative iMedia

R081/01 Pre-production skills

Time allowed: 1 hour 15 minutes

No extra materials are needed.



Please write clearly in black ink. **Do not write in the barcodes.**

Centre number

Candidate number

First name(s) _____

Last name _____

INSTRUCTIONS

- Use black ink. You can use an HB pencil, but only for graphs and diagrams.
- Write your answer to each question in the space provided. If you need extra space use the lined pages at the end of this booklet. The question numbers must be clearly shown.
- Answer **all** the questions.

INFORMATION

- The total mark for this paper is **60**.
- The marks for each question are shown in brackets [].
- Quality of written communication will be assessed in questions marked with an asterisk (*).
- This document has **16** pages.

ADVICE

- Read each question carefully before you start your answer.

2
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PLEASE DO NOT WRITE ON THIS PAGE

3
SECTION A

Sweet Alien is a new social computer game for children aged seven and older. It is set in a sweet shop and is played by up to 10 players. Each player uses their own mobile device to play.

In the game, two players are the sweet aliens. They try and take sweets by knocking jars off the shelves.

The other players try to find out who the sweet aliens are and stop them.

1 You are designing the game characters and the sweet shop. Your first task is to create a mood board for the game.

(a) Explain **one** purpose of the game mood board.

.....
.....
.....
..... [2]

(b) Identify **three** items that could be included on a digital mood board for the game.

1
2
3 [3]

2 You are creating a visualisation diagram of one of the views of the sweet shop.

(a) Identify **three** items that could be included on the sweet shop visualisation diagram.

- 1
- 2
- 3

[3]

(b) Identify **one** audience for the visualisation diagram and explain how they would use the diagram.

Audience

Explanation of use

.....

.....

.....

.....

[3]

Use **Fig. 1** to answer Question 3.

Fig. 1

A client brief for the Sweet Alien game.

GAME TITLE: Sweet Alien
 GAME TYPE: Social game on mobile device
 TARGET AUDIENCE: Children aged 7+

The game will be set in a sweet shop with sweet jars on shelves. The players will look down on the sweet shop scene from above.

Each of the 10 players will be a character within the game. On screen, they will look like a cartoon animal that can walk on two legs. The characters will wear primary colour tops and have animal-style legs.

The game will be launched in December.
 Everything needs to be completed by the end of November ready for the launch.
 The graphics team needs two months to create the characters and the sweet shop.
 The programmers then need three months to develop the game.
 Once developed, there needs to be one month for testing.
 There needs to be one month of contingency time after the creation of the characters and the sweet shop.
 There also needs to be a second month of contingency time before the testing.

3 (a) Identify **two** client design requirements from the client brief in **Fig. 1**.

- 1
 - 2
- [2]**

(b) Using the information provided in the client brief in **Fig. 1**, create a work plan to produce the new game.

Add the relevant information to the chart below. The overall project timeline has been added to help you.

Tasks	March	April	May	June	July	Aug	Sept	Oct	Nov
Overall Project									

[7]

SECTION B

Use Fig. 2 to answer Question 4 and Question 5.

Fig. 2

The script for the introduction scene.

Ext. Doorway to sweet shop
 Lion on two back legs:
 Welcome to Sweet Alien, the game where you need to feed your sweet tooth. Come on in.

Lion on two back legs: walks through door

Int Storeroom
 Lion on two legs:
 Each of you will be given a role in the game.
 Two of you are the sweet aliens. You will try and take the sweets.
 The rest of you need to find out who they are and stop them by pushing them out of the door.

Lion on two back legs turns away

Int sweet shop
 Owner: Welcome to the shop. (swings arms wide)
 Are you ready? Then let's begin.....
 Owner vanishes and game begins
 People enter shop to buy sweets

Int Storeroom
 Jars fall from shelves

Ext lorry out back of shop
 Jars of sweets in boxes
 Lion on two back legs carries boxes into storeroom

Wolf on legs jumps into back of lorry
 Wolf smashes sweet jars

4 (a) Identify **two** locations used in the script.

1

2

[2]

(b) Identify **three** examples of stage direction in the script.

1

2

3

[3]

(c) Explain **one** way that the script can be improved to make it easier for the team creating the scene to use.

.....
.....
.....
..... [2]

5 Using the script in **Fig. 2**, create a storyboard for the filming of the characters in the introduction scene.

Marks will be awarded for:

- layout
- fitness for purpose.

[9]

.....
.....

- 6 Actors will be filmed to create the introduction scene for the new computer game. They will then be animated to create the onscreen characters using computer software.

Describe **two** health and safety issues that will need to be considered when filming the actors.

1

.....

.....

.....

2

.....

.....

.....

[4]

- 7 The finished computer game will need to be classified with a rating so that it can be played by children aged seven and above.

Explain **one** factor that could affect the classification given to the new computer game, other than nudity.

.....

.....





.....

.....

[2]

8 Other legal considerations apply to the creation of the new computer game.

Draw a line to match the symbol to the legal consideration it refers to.

Symbol	Legal consideration
	Copyright
	Creative Commons
	Trademark
	

[3]

9 The following products could be created for a promotional campaign for the new computer game.

Identify a suitable file format for the **final** version of the product.

Video advert:

Audio advert:

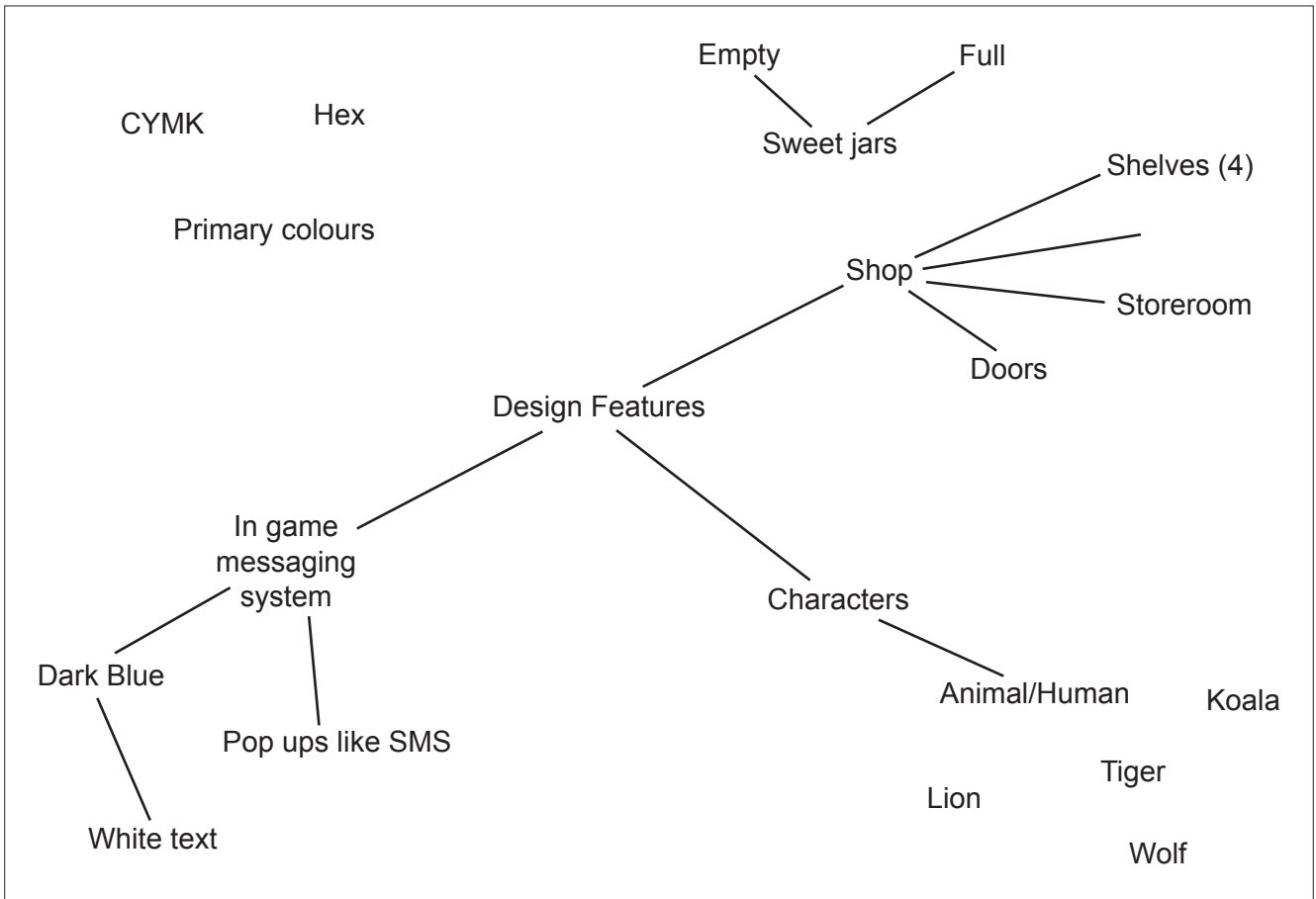
Poster:

[3]

Use **Fig. 3** to answer Question 10.

Fig. 3

The first draft of a mind map created during a planning meeting. The mind map will be given to the game developer to develop the styling for the new computer game.



ADDITIONAL ANSWER SPACE

If additional space is required, you should use the following lined page(s). The question number(s) must be clearly shown in the margin(s).

A large area of lined paper for writing answers. It features a vertical margin line on the left side and horizontal dotted lines for writing. The lines are evenly spaced and extend across the width of the page.

A large area of the page is reserved for writing, featuring a vertical solid line on the left side and horizontal dotted lines extending across the page.



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