DIGITAL MEDIA & DESIGN **9481/02**

Paper 2 Externally Set Assignment **May/June 2024**

10 hours

This paper may be given to candidates as soon as it is received by the centre. The 10-hour supervised test can be scheduled at any time provided it is completed no later than 30 April 2024.

INSTRUCTIONS
- Choose **one** assignment.
- Include your name, candidate number and centre number on all work submitted for assessment.
- In addition to the work you complete during the supervised 10-hour test, you should submit up to **10** sheets/screens of supporting studies.
- You should have a minimum of **4 weeks'** preparation time to complete the supporting studies. You can start as soon as you receive this question paper. You must complete the supporting studies before the start of the supervised test.
- The supporting studies are your reference material, which will inform your work during the test. Your supporting studies should show research, development, feedback and testing.
- Your final creative solution should be completed during the 10-hour supervised test.
- Supporting studies must be taken into the examination room and must be submitted for external assessment together with your final work from the test. Your submission will be assessed as a whole.
- All work must be submitted digitally.
- Moving image work should **not** exceed 5 minutes in duration.

INFORMATION
- The total mark for this paper is 100.
- All assignments are worth equal marks.

This document has **4** pages. Any blank pages are indicated.

Choose **one** assignment.

1   **The artist's studio**
A large museum is hosting an exhibition to raise interest and participation in art and design, with a competition for digital artists to produce work based around the theme of 'The artist's studio'. This could be a solitary room, a complex of shared studio spaces or a high-tech warehouse populated by a workforce of technicians. The work submitted may include images of the artist and the artist's technicians, as well as of the studio itself.

Choose one of the following concepts to develop:

- digital posters advertising the exhibition
- digital images for projection in an immersive display within the exhibition
- a fly-through of an artist's studio
- a short animation entitled 'The Artist's Studio', designed for primary school children.

Your ideas should show an understanding of the brief, an audience, and research into the concept selected. You should present your research and development of ideas and the outcome or working prototype.

2   **The lifecycle of things**
Develop a visual resource for a charity, social enterprise or organisation involved in raising awareness of the alternatives to waste.

Choose one of the following concepts to develop:

- an immersive wall-to-wall digital artwork about recycling
- a public information film to be shown in schools on how to reduce waste
- an animation showing the lifecycle of an object to be recycled
- a photo-story about found objects and how they may be used in contemporary art.

Your ideas should show an understanding of the brief, an audience, and research into the concept selected. You should present your research and development of ideas and the outcome or working prototype.

3   **Beach town re-brand**
A beach town wants to revitalise its tourist industry. The town has a historic centre and an amusement park.

Choose one of the following concepts to develop:

- an avatar to represent the personality of the town
- an animation to attract tourists
- a range of digital postcards
- a home page for the town's tourist website.

Your ideas should show an understanding of the brief, an audience, and research into the concept selected. You should present your research and development of ideas and the outcome or working prototype.

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