Unit Title: **Video Software**

Unit Credit Value:	**4**
Unit Level:	**Three**
Unit Guided Learning Hours:	**30**
Ofqual Unit Reference Number:	**T/502/4394**
Unit Review Date:	**31/12/2018**
Unit Sector:	**6.1 ICT Practitioners**

Unit Summary

The aim of this unit is to enable learners to be able to select and use a range of advanced video software tools and techniques to record and edit complex or non-routine video sequences.

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Unit Information

It is expected that before the unit is delivered, the tutor will have read the Qualification Specification to ensure all conditions regarding Rules of Combination, delivery, assessment and internal quality assurance are fulfilled. Additional guidance is available below as Assessment Guidance for Learning Outcomes and Assessment Criteria in **bold**.

This unit has 3 learning outcomes

LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	**The learner can:**
1. Use video hardware and software to capture sequences	1.1. Determine the content needed for sequences, and when to originate it
	1.2. Explain any compatibility issues between combinations of input device and video software
	1.3. Select and use an appropriate combination of input device and video software to optimise the recording of information
	1.4. Select and use an appropriate combination of hardware and software to originate and develop new content for sequences
	1.5. Analyse and explain the impact file size and file format will have, including when to use information coding and compression
	1.6. Store and retrieve sequences using appropriate file formats and compression, in line with local guidelines and conventions where available

LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	**The learner can:**
2. Use video software tools and techniques to edit sequences	2.1. Select and use appropriate video software tools and techniques to mark-up and edit sequences to achieve required effects 2.2. Provide guidance on how copyright constraints affect use of own and others' information 2.3. Organise, combine and link information for sequences in line with any copyright constraints, including across different software
3. Play and present video sequences	3.1. Explain the features and constraints of playback software and display devices as appropriate for different purposes 3.2. Select and use an appropriate combination of video playback software and display device to suit the file format 3.3. Present sequences effectively by exploiting the features and settings of the playback software and display device to maximise quality and meet needs 3.4. Evaluate the quality of sequences and explain how to respond to quality issues and problems

Assessment Guidance

The following guidance is not a prescriptive list of activities; they are suggested areas that a learner could show competence in to achieve this unit. Centres may use some or all these activities or some of their own devising to teach and help learners complete this unit successfully.

Learning Outcome 1

    Video compatibility issues: between built-in codec used by input device, available editing software, file formats, operating systems, plug-ins

    Input devices: webcam, video camera, mobile phone. Difference between analogue and digital. Low and high resolution. Input techniques: copy and paste, screen grabs/shots, file download (eg connect USB lead, drag and drop)

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Originate and develop: process: plan (e.g. storyboard, script, compose), prepare (e.g. information, equipment), develop, test, refine. Types of content: audio (e.g. music, sound effects, voiceovers), visual (e.g. drama, dance, animation).

File size: small, medium, large. Link between size and quality (e.g. small – low resolution; large – high resolution).

File format: proprietary formats supported by software used (eg QuickTime, RealPlayer, iTunes), container formats: ⬚ Audio (eg WAV, XMF, AIFF); Audio/video (eg 3GP, AVI, MP4, OGG, MOV), popularity, overhead, support for advanced functionality and content, support of streaming media.

Information coding and compression: codec, compression, difference between lossy and lossless compression, factors affecting video quality.

Store and retrieve: files (e.g. create, name, open, save, save as, print, close, find, share), file size, file properties, version control, import data, export data, folders (e.g. create, name), archive (backup, restore)).

Learning Outcome 2

Sequence: short (e.g. 2 mins), b&w, medium length (e.g. 10 mins, 30 mins), colour.

Marking-up and editing tools: preset by software, key frames, sequences; cut, copy, paste, sequence, special effects.

Combine information: combine images with sound (e.g. dub or overlay sound track onto film sequence, integrate audio or video sequence with another application), techniques: copy and paste, insert, screen grabs/shots, file download (e.g. connect USB lead, drag and drop), file transfer protocol (FTP), forms of information: moving images sound: pre-recorded, live, web-streaming.

Copyright constraints: effect of copyright law (e.g. on music downloads or use of other people's images), acknowledgment of sources, avoiding plagiarism, permissions.

Learning Outcome 3

Features and constraints: software supported, memory, processing speed, screen resolution, data bandwidth, transmission speeds.

Display device: PC, laptop, video camera, mobile phone, handheld video device (e.g. mp3 player, iPod).

Audio/Video quality issues: high or low contrast, volume, visual (e.g. colour balance, jerkiness, dropping frames, break-up, freezes, blurriness, pixilation), sound (e.g. clicks, disjoints, noise), unwanted objects.

Adjust playback and display settings: playback controls, sound, screen size: visual, screen resolution, colour balance, sound quality.

Delivery Requirements

Appropriate physical resources will be required in order to deliver and assess this unit.

Evidence Requirements

Evidence of practical ability must be demonstrated.