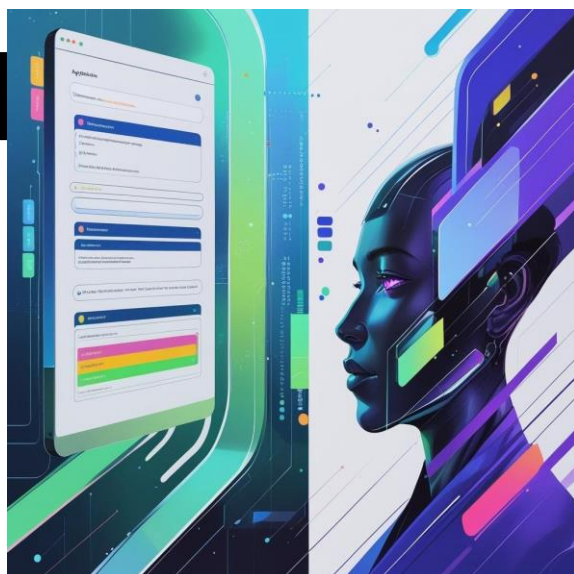


*The world of IT is ever changing and expanding.
This is a new course to reflect the changing world you will be working in*



Level 3

Are you interested in:

- Using computers
- Problem solving

- Managing projects

Leading to a career in:

- Augmented reality
- App design
- Product development
- Mobile technology
- Games design and prototyping
- Web design
- Software engineering

Teacher to contact:

Miss S Pascoe

Exam Board: OCR

Extended Certificate = 1 A-Level

Mandatory Units

Fundamentals of Application Development: In this unit you will learn about the different stages that developers go through to produce a working software application, how developers scope application requirements, and the design features which make applications intuitive for users.

Developing application software: in this unit you will learn about implementation methodology and the areas that need to be considered when applications are being developed for different platforms. You will also learn about how data moves in applications and beyond, and how to make sure applications are safe to use and the data they hold is secure. You will also learn how developers deploy finished applications to users, how they are installed on devices, and maintained in the future.

Designing and Communicating UX/UI : in this unit you will learn about UX/UI design and what makes an interface easy to use. You will learn tools and techniques to plan UX/UI solutions and how to design high-fidelity prototypes of UX/UI solutions. You will also learn how to effectively communicate with clients.

Optional Units (To be confirmed)

Immersive Technology Solution Development: In this unit you will learn the principles of immersive technologies including the types, how each type can be used, the current advantages and disadvantages, and supporting hardware/technology. You will also learn about the tools and techniques used to plan, design and create immersive technology solution prototypes and how to test them to make sure they function as intended. Finally, you will learn how to review immersive technology solution prototypes and consider how they could be improved and further developed.

Website Development: In this unit you will learn how to design and develop a prototype website. You will learn about the key principles of websites and the components of web pages. You will learn how to design a website that can be viewed on a range of devices, alongside how to ensure a website complies with accessibility requirements and guidance. You will also learn how to make websites more visible in search engine results by utilising SEO techniques. You will develop your skills by creating, testing, and reviewing a website prototype using a range of different tools and techniques.

Are AAQs the same as a BTEC or an A-level?

Alternative Academic Qualifications are equivalent to A-levels and are accepted at all universities and by UCAS. They contain a larger practical element than A-levels (similar to BTECs) and allow you the chance to develop 'real-world' solutions for real people.

Do I have to have studied Computer Science or IT at GCSE?

Students are not expected to have completed a GCSE in Computer Science or IT to access this course. Students who have done so are expected to have achieved at least a GCSE Grade 4 or equivalent. You will learn all the skills you need (and more) during this course.

What subjects work well with Application Design?

• Art and Design • Business Studies • Maths • Media

Students go on to be:

Besides the subject-specific knowledge, understanding and skills taught in this qualification, the broader transferable skills you will also develop will help you to progress to further study in related areas such as: Computer Science, User Experience Design, Data Analysis and Business and Finance

How is the course assessed?

The OCR Level 3 Cambridge Advanced National (AAQ) in Computing: Application Development have both mandatory and optional units. The number of units depends on the qualification and its key content.

Students will take:

- Two mandatory externally assessed units. These are written exams.
- One or two mandatory NEA units. These are assessed by OCR-set assignments.
- Two further NEA units (from a choice of optional units). These are also assessed by OCR-set assignments.

Become part of IT changing the world

Technology has come a long way since the 1940s, who knows what may lie ahead in the future. These are essential skills for the workplace.

This qualification will also help you develop independence and confidence in using skills that are relevant to the sector and that prepare you for progressing to university courses where independent study skills are needed. You will develop the following transferable skills that can be used in both higher education and other life and work situations:

- Communicating effectively with individuals or groups. Communicating effectively with clients and other stakeholders is important in the ICT practitioner's sector. It is also a vital life-skill and important for progressing to and in, higher education.
- Creativity. You will demonstrate creativity when exploring and generating ideas, making connections to find imaginative solutions and outcomes that are of value.
- Critical thinking and problem solving. You will explore the options, tools and techniques to tackle problems and use critical thinking skills to select the most appropriate way to proceed. You will plan and design solutions, checking the outcome to see if the problem has been resolved.
- Independent learning. You will spend time outside of lessons learning how to use different software packages to create solutions to problems.
- Time management. It is important both in higher education and the ICT practitioners' sector that projects are delivered on time. You will learn how to use project planning tools to effectively plan projects.