Assessment criteria

Pass	Merit	Distinction
Learning aim A: Investigate the purpose and principles of digital graphics and animation		
A.P1 Explain the characteristics of digital graphics and animation and methods of processing them in digital format. **A.P2** Explain the impact of using different tools and techniques to process and manipulate digital graphics and animation in digital formats.	**A.M1** Analyse how the representation of digital graphics and animation in digital format impact on their usability and accuracy.	**A.D1** Evaluate how the representation of digital graphics and animation in digital format impact on their usability and accuracy.
Learning aim B: Design digital graphics and animation products to meet client requirements		
B.P3 Produce designs for digital graphics and animation products that meet client requirements. **B.P4** Review the designs with others to identify and inform refinements.	**B.M2** Justify decisions made, showing how the design will fulfil its purpose and client requirements.	**BC.D2** Evaluate the design and optimised digital graphics and animation products against client requirements. **BC.D3** Demonstrate individual responsibility, creativity, and effective self-management in the design, development and review of digital graphics and animation products.
Learning aim C: Develop digital graphics and animation products to meet client requirements		
C.P5 Produce digital graphics and animation products to meet client requirements. **C.P6** Test digital graphics and animation products for accuracy, functionality, compatibility and stability. **C.P7** Review the extent to which the digital graphics and animation products meets client requirements.	**C.M3** Optimise digital graphics and animation products to meet client requirements.	