

## AIM Qualifications Level 3 Diploma and Extended Diploma in Games, Animation and VFX

The following qualifications have been designated as eligible for adapted assessment in the 2021-22 academic year.

Designated qualifications have been reviewed by the team at AIM and, where appropriate, professional body guidance sought to confirm that the adaptations would be accepted.

If you are running any of the programmes listed below, the delivery team should decide if you need to provide adapted assessment. The internal verifier (or direct claims verifier) will be expected to update their IV records to reflect this and an adaptation to assessments taking place must be approved by the IV for your setting and learner demographics. The EV team will expect to see this at EV appointments.

For a learner to be eligible, the e-RAC dates must show as being on programme during the 2020-21 academic year.

### These changes apply to the following qualifications:

AIM Qualifications Level 3 Diploma in Games, Animation and VFX	603/3066/1
AIM Qualifications Level 3 Extended Diploma in Games, Animation and VFX	603/3067/3

We expect that the following external examinations will take place in the 2021-2022 academic year:

Core Principles exam

Case Study exam

**Further information relating to the exams can be found in the qualification handbook and on the external assessment schedule page of the AIM website.**

## Adaptations

### Practical activity

Evidence may be assessed by direct observation of performance and must consist of **at least two of the following:**

- annotated photographs
- detailed witness statements, these can be completed by a supervisor and then assessed by the assessor
- video (with narration or written log)

- learner log/evaluation
- peer observation report
- remote observation – this will be evidenced by recording of the observation or screen shots/transcripts

### **Artefact/product evidence and resource requirements**

Where the unit requires learners to produce an artefact or physical product, the artefact or product must be provided for the Internal and External Verifier unless this is impractical (for example if the product is too large in file size), in which case several annotated photographs, audio or video recordings of the artefact are acceptable evidence. This will apply to those unable to provide physical evidence for external verification.

### **Authenticity of learner evidence and activity**

A learner declaration that all work produced is their own – an electronic confirmation will be accepted.

## **Specific Component requirements and adaptations available**

Following feedback from centres, AIM will not be mandating a specific task to replace the externally examined assessments.

- Asset development portfolio
- Written art theory
- Synoptic project
- Emerging trends

Practical activities should be prioritised to be completed when learners are on site due to the specialist nature of the standards and to ensure that the practical skills of learners are sufficient to allow progression.

### **Direct observation of learners' practical ability by a qualified assessor could include:**

- practical skills and range assessments carried out on 'clients' from the learner's educational or workplace bubble
- evidence collection could be cross referenced from another component already achieved to cover a range