

Easter Revision Timetable — 14 Days

Structure per day:

- **AM (45–60 min):** Read the topic page + 1 short game
- **PM (45–60 min):** Attempt practice questions and/or a second game
- **Optional Eve (20 min):** Watch one micro-revision video

All topic pages and the main arcade index come from iMedia Genius — a **free R093 revision site** with **topic explanations** and **games** across the full spec.

Specific pages below (e.g., *Storyboards, Visualisation & Wireframes, Colour & Typography, Asset Logs, Flow Charts & Scripts*) are deep links to those topic guides on iMedia Genius.

Optional micro-revision videos (all topics) are available on the iMediaGenius YouTube playlists. [[imediagenius.co.uk](https://www.imediagenius.co.uk)] [[imediagenius.co.uk](https://www.imediagenius.co.uk)], [[imediagenius.co.uk](https://www.imediagenius.co.uk)], [[imediagenius.co.uk](https://www.imediagenius.co.uk)] [[youtube.com](https://www.youtube.com)], [[youtube.com](https://www.youtube.com)]

Day 1 – Media Landscape & Product Types

- **AM:** Read **Traditional vs New Media** overview → [iMedia Genius homepage \(Topic jump\)](#).
Then play “industry overview” game from the Arcade. [[imediagenius.co.uk](https://www.imediagenius.co.uk)]
 - **PM: Products in the Media Industry** — check how products appear across sectors (Film/TV/Games/Web/Publishing). Use the **“drag-and-drop sorting”** game for Section A practice. [[imediagenius.co.uk](https://www.imediagenius.co.uk)]
 - **Eve (Optional):** Watch the **Traditional Media & New Media** micro-revision videos. [[youtube.com](https://www.youtube.com)]
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Day 2 – Job Roles (Creative, Technical, Senior)

- **AM:** Read **Creative Job Roles** → [topic page](#).
Then play a quick game & note key responsibilities. [[imediagenius.co.uk](https://www.imediagenius.co.uk)]
 - **PM:** Compare **Technical** vs **Senior** roles (overview from the Arcade). Use the **industry roles game** to practice matching roles to tasks. [[imediagenius.co.uk](https://www.imediagenius.co.uk)]
 - **Eve:** Watch the **“Creative Job Roles”** video. [[youtube.com](https://www.youtube.com)]
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Day 3 – Purpose, Client Requirements & Brief Formats

- **AM:** Read **Purpose of Media Products** (inform, entertain, promote, educate) & **Client Requirements** → use Arcade topic jumps. [\[imediagenius.co.uk\]](https://www.imediagenius.co.uk)
 - **PM:** **Client Brief Formats** — try the “**Find key info in client briefs (purpose, audience, timescales, constraints)**” timing game. [\[imediagenius.co.uk\]](https://www.imediagenius.co.uk)
 - **Eve:** Watch **Purpose** and **Client Requirements** videos. [\[youtube.com\]](https://www.youtube.com)
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Day 4 – Audience Segmentation & Research

- **AM:** Read **Audience Segmentation** (demographic, psychographic, behavioural) + **Audience Research** overview. [\[imediagenius.co.uk\]](https://www.imediagenius.co.uk)
 - **PM:** Compare **Primary vs Secondary** research approaches (and sample exam phrasing). Do one **scenario-based game** (audience & research). [\[imediagenius.co.uk\]](https://www.imediagenius.co.uk)
 - **Eve:** Watch **Audience Segmentation / Research** micro-revision clips. [\[youtube.com\]](https://www.youtube.com)
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Day 5 – Media Codes & Camera / Lighting

- **AM:** Read **Understanding Media Codes**; then **Camera & Lighting** (shots, angles, setups). [\[imediagenius.co.uk\]](https://www.imediagenius.co.uk)
 - **PM:** Do a **mixed Section A practice game** and focus answers on how codes create meaning or engagement. [\[imediagenius.co.uk\]](https://www.imediagenius.co.uk)
 - **Eve:** Watch **Camera Techniques** and **Lighting** videos. [\[youtube.com\]](https://www.youtube.com)
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Day 6 – Mise-en-Scène, Audio & Movement/Transitions

- **AM:** Read **Mise-en-Scène, Audio & Animation + Movement, Transitions & Interactivity**. [\[imediagenius.co.uk\]](https://www.imediagenius.co.uk)
 - **PM:** Play the “**movement/transitions**” game; practice writing brief justifications for edits/transitions in short answer format. [\[imediagenius.co.uk\]](https://www.imediagenius.co.uk)
 - **Eve:** Watch **Audio Files / Moving Image Files** if time. [\[youtube.com\]](https://www.youtube.com)
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Day 7 – Colour, Graphics & Typography

- **AM:** Deep-dive **Colour, Graphics & Typography** → [topic page](#).

- **PM:** Use the **Arcade** game that blends **design decisions** and **audience/purpose** to test application. [[imediagenius.co.uk](https://www.imediagenius.co.uk)]
 - **Eve:** Watch **Colour/Typography** micro-revision video(s). [[youtube.com](https://www.youtube.com)]
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Day 8 – Work Plans, Mood Boards & Mind Maps

- **AM:** Read **Components of Work Plans + Mind Maps & Mood Boards** (retrieve key components & why they matter). [[imediagenius.co.uk](https://www.imediagenius.co.uk)]
 - **PM:** Play a **planning documents** game; practise identifying missing elements and writing short justifications. [[imediagenius.co.uk](https://www.imediagenius.co.uk)]
 - **Eve:** Watch **Work Plans + Mood Boards/Mind Maps** videos. [[youtube.com](https://www.youtube.com)]
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Day 9 – Asset Logs, Flowcharts & Scripts

- **AM:** Read **Asset Logs, Flow Charts & Scripts** → [topic page](#).
 - **PM:** Use **Arcade** flowchart-style questions & asset-tracking scenarios to practise exam language. [[imediagenius.co.uk](https://www.imediagenius.co.uk)]
 - **Eve:** Watch **Scripts / Flow Charts** content from playlists. [[youtube.com](https://www.youtube.com)]
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Day 10 – Storyboards, Visualisations & Wireframes

- **AM:** Read **Storyboards, Visualisation Diagrams & Wireframes** → [topic page](#).
 - **PM:** Do a **visual-planning** game; drill the differences between **layout vs navigation** and **sequence vs single-page** planning. [[imediagenius.co.uk](https://www.imediagenius.co.uk)]
 - **Eve:** Watch **Storyboards** video(s) from the micro-revision playlist. [[youtube.com](https://www.youtube.com)]
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Day 11 – Legal, IP & Regulation

- **AM:** Read **Legal Considerations + Intellectual Property Rights** (copyright, trademarks, licences). [[imediagenius.co.uk](https://www.imediagenius.co.uk)]
 - **PM:** Read **Regulation, Certification & Classification** (BBFC, PEGI). Then take a **legal/regulation** quiz in the Arcade. [[imediagenius.co.uk](https://www.imediagenius.co.uk)]
 - **Eve:** Watch **Regulation & Health/Safety** micro-revision videos. [[youtube.com](https://www.youtube.com)]
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Day 12 – Health & Safety & Distribution

- **AM:** Read **Health & Safety** (on set/in studio) + **Distribution Platforms & Media**. [\[imediagenius.co.uk\]](https://www.imediagenius.co.uk)
 - **PM:** Attempt a **distribution**-focused game; practise naming channels and justifying choices for audience and purpose. [\[imediagenius.co.uk\]](https://www.imediagenius.co.uk)
 - **Eve:** Watch **Distribution** short clips. [\[youtube.com\]](https://www.youtube.com)
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Day 13 – File Compression & File Types

- **AM:** Read **File Compression** (lossy vs lossless) + **Image Files** (JPEG/PNG/GIF) + **Audio Files** (WAV/MP3) + **Moving Image Files** (MP4/container). [\[imediagenius.co.uk\]](https://www.imediagenius.co.uk)
 - **PM:** Take the **file formats** quiz to test suitability for platform/purpose (web vs print vs streaming). [\[imediagenius.co.uk\]](https://www.imediagenius.co.uk)
 - **Eve:** Watch the **File Types** micro-revision videos. [\[youtube.com\]](https://www.youtube.com)
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Day 14 – Hardware, Software & Mixed Exam Practice




- **AM:** Read **Hardware & Software** (devices, components, programs) from the Arcade. [\[imediagenius.co.uk\]](https://www.imediagenius.co.uk)
 - **PM:** Sit one **full-mix exam-style game** covering MCQs, short answers, “binary”, and a 9-marker with tips. [\[imediagenius.co.uk\]](https://www.imediagenius.co.uk)
 - **Eve:** Rewatch **any weaker topics** via the playlist (use the 60–90-second micro-revision clips). [\[youtube.com\]](https://www.youtube.com)
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Tips for Success

- **Track progress:** After each game, note **score & weak topics** — the **Arcade** has a **leaderboard** and scores update when you finish games, which can help motivate and diagnose gaps. [\[imediagenius.co.uk\]](https://www.imediagenius.co.uk)
 - **Mix formats:** Alternate **reading** (topic guide), **games**, and **short videos** — this builds retrieval strength with less fatigue. [\[imediagenius.co.uk\]](https://www.imediagenius.co.uk), [\[youtube.com\]](https://www.youtube.com)
 - **Time your attempts:** Many iMedia Genius games are **timed** — repeat a game **two days later** to check improvement. [\[imediagenius.co.uk\]](https://www.imediagenius.co.uk)
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Want this as a printable timetable?

I can convert the schedule above into:

-  **A4 PDF calendar** (colour-coded by topic)
-  **Word doc** with tick boxes and space for **scores**
-  **Teams assignment schedule** with **direct links**, ready to post

Say the word and I'll generate it now.

Sources



Provide your feedback on BizChat

You said:

teams assignment schedule with direct links ready to post please

Copilot said:

Copilot

Here is a **ready-to-copy Teams Assignment Schedule** for the **two-week Easter holidays**, using **direct links to iMediaGenius** revision pages and games.

All links are pulled from the iMediaGenius site index, topic pages and arcade navigation. These sources confirm the topic list and game library for R093, including Traditional/New Media, Job Roles, Client Requirements, Audience, Codes, Storyboards, Colour/Typography, Asset Logs, Legal/IP, Distribution, File Types, and Hardware/Software.

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Microsoft Teams Assignment Schedule

Course: Creative iMedia (J834) – R093

Period: 2-Week Easter Revision

Format: 14 daily assignments with direct resource links

Platform: iMediaGenius – R093 Revision Arcade + Topic Pages

[\[computinga...ool.org.uk\]](#)

 **WEEK 1 ASSIGNMENTS**

 **Day 1 — Media Sectors & Products****Task:**

1. Read *Traditional Media + New Media* overview
→ [https://imediagenius.co.uk/ \[computinga...ool.org.uk\]](https://imediagenius.co.uk/[computinga...ool.org.uk])
 2. Play the “Industry Overview” game
→ <https://imediagenius.co.uk/> (Arcade → Random Game)
[\[computinga...ool.org.uk\]](#)
 3. Write 5 bullet points summarising differences between sectors.
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 **Day 2 — Job Roles (Creative / Technical / Senior)****Task:**

1. Read *Creative Job Roles*
→ <https://imediagenius.co.uk/topic-07-creative-job-roles.html>

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2. Revise Technical & Senior Roles via Arcade topic buttons
→ <https://imediagenius.co.uk/> (Topic Guides) [\[computinga...ool.org.uk\]](#)
 3. Complete Job Roles matching activity (Arcade game).
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 **Day 3 — Purpose, Client Requirements & Brief Formats****Task:**

1. Read *Purpose of Media Products and Client Requirements*
→ <https://imediagenius.co.uk/> (Topic 10 & 11) [\[computinga...ool.org.uk\]](#)
 2. Play “Client Brief Info Hunt” (timescales, constraints, purpose).
→ Use the Arcade’s brief-analysis game. [\[computinga...ool.org.uk\]](#)
 3. Submit: 1 paragraph summarising how requirements affect planning.
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Day 4 — Audience Segmentation & Research

Task:

1. Read *Audience Segmentation* (demographic, psychographic, behavioural)
→ <https://imediagenius.co.uk/> (Topic 13) [computinga...ool.org.uk]
 2. Read *Audience Research + Primary vs Secondary*
→ (Topics 14–16) [computinga...ool.org.uk]
 3. Play Audience/Research quiz (Arcade).
 4. Complete a 5-marker: “Why is audience research important?”
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Day 5 — Media Codes, Camera, Lighting

Task:

1. Read *Understanding Media Codes + Camera & Lighting*
→ (Topics 16–18) <https://imediagenius.co.uk/> [computinga...ool.org.uk]
 2. Play Code-Recognition game (Arcade).
 3. Submit: 3 examples of how codes create meaning.
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Day 6 — Mise-en-Scène, Audio, Movement & Transitions

Task:

1. Read *Mise-en-Scène, Audio & Animation + Movement & Transitions*
→ <https://imediagenius.co.uk/> (Topics 19–20) [computinga...ool.org.uk]
 2. Complete animation/transitions game.
 3. Submit: Explain why transitions matter for audience engagement.
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Day 7 — Colour, Graphics & Typography

Task:

1. Read full topic page
→ <https://imediagenius.co.uk/topic-21-colour-graphics-typography.html>

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2. Play design-evaluation quiz (Arcade).

3. Submit: Annotate a screenshot with comments on colour/typography choices.
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WEEK 2 ASSIGNMENTS

Day 8 — Work Plans, Mood Boards & Mind Maps

Task:

1. Read *Work Plans + Mood Boards & Mind Maps*
→ <https://imediagenius.co.uk/> (Topics 22–23) [computinga...ool.org.uk]
 2. Complete planning documents game.
 3. Upload a simple mood board or mind map for a chosen product.
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Day 9 — Asset Logs, Flowcharts & Scripts

Task:

1. Read topic page
→ <https://imediagenius.co.uk/topic-24-asset-logs-flow-charts-scripts.html>

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2. Complete flowchart navigation quiz.
 3. Submit: A short script or flowchart for a mini-product idea.
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Day 10 — Storyboards, Visualisations & Wireframes

Task:

1. Read full topic page
→ <https://imediagenius.co.uk/topic-25-storyboards-visualisations-wireframes.html>

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2. Play visual-planning game (Arcade).
 3. Submit: Sketch a storyboard (3–4 frames) or a wireframe.
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Day 11 — Legal, IP & Regulation

Task:

1. Read *Legal Considerations + Intellectual Property Rights*
→ <https://imediagenius.co.uk/> (Topics 26–27) [computinga...ool.org.uk]
 2. Read *Regulation, Certification & Classification* (BBFC, PEGI)
→ (Topic 28) [computinga...ool.org.uk]
 3. Complete Legal/Regulation quiz.
 4. Submit: 1 example each of copyright, IP, and classification.
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Day 12 — Health & Safety + Distribution

Task:

1. Read *Health & Safety + Distribution Platforms*
→ <https://imediagenius.co.uk/> (Topics 29–30) [computinga...ool.org.uk]
 2. Play distribution-scenario quiz.
 3. Submit: Why is distribution planning essential?
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Day 13 — File Compression & File Types

Task:

1. Read *File Compression, Image Files, Audio Files, Moving Image Files*
→ (Topics 31–34) <https://imediagenius.co.uk/> [computinga...ool.org.uk]
 2. Play file-format suitability quiz (Arcade).
 3. Submit: Choose the best file types for web, print and video.
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Day 14 — Hardware, Software & Full Mixed-Exam Practice

Task:

1. Read *Hardware & Software* overview
→ <https://imediagenius.co.uk/> (Topic 35) [computinga...ool.org.uk]
2. Complete **one full mixed-exam game** (MCQs, short answer, 9-marker).
3. Submit: Your 9-marker response.