Level 3 Cambridge Technical Introductory Diploma in IT

What is it?

If you are interested in computing and developing applications, but do not want to study A-level Computing then this course could be right for you.

The "Level 3 Cambridge Technical Introductory Diploma in IT" has many different pathways, and at Oriel you will study the "Application Developer" pathway. This pathway focuses on the development of a range of applications across platforms and sectors. You will gain the right combination of knowledge, understanding and skills required for the 21st century, enabling you to demonstrate the skills of writing specifications, and the design, build, testing and implementation of applications.

What will I Study?

The course is broken down into a number of units. Most of the units are assessed here at Oriel with two units assessed externally.

Unit 1 Fundamentals of IT (externally assessed):

Information learnt in this unit will provide you with a solid foundation in the fundamentals of hardware, networks, software, the ethical use of computers and how business uses IT. This unit underpins your study for the other units.

Unit 2 Global Information (externally assessed):

The purpose of this unit is to demonstrate the uses of information in the public domain, globally, in the cloud and across the internet, by individuals and organisations. You will discover that good management of both data and information is essential, and that it can give any organisation a competitive edge. The skills gained by completing this unit will give you knowledge of the functionality of information and how data is stored and processed by organisations. This unit will help you to understand the legislation and regulation governing information that flows into and out of an organisation and the constraints and limitations that apply to it.

Unit 6 Application design

In this unit you will explore potential ideas for a new application and develop the fundamental design for it. You will then develop the designs for an application and how users will interact with it. The application that you design can be for any sector and for any purpose. You will have the opportunity to present your ideas, prototype them, and gain feedback before refining your design.

Unit 13 Social media and digital marketing

The use of social media is now a world-wide phenomenon. Users of social media are able to share ideas and files, compare opinions and pass comment on the activities of their friends and contacts. As social media offers such a wealth of data and the ability to contact potential customers in their own homes across a range of media channels, it is only natural that digital marketing seeks to use social media as part of the marketing mix for goods and services.

In this unit you will look at digital marketing as a concept and offers you the opportunity to explore the possible impacts, both positive and negative, that may be generated by the use of social media as a digital marketing tool.

Unit 15 Games design and prototyping

Gaming is a continuously developing market. There are a number of platforms available for game developers to release games that they have designed and developed. This unit will help you develop skills in designing and developing a prototype for a simple game. It will enable you to consider the logic of the programming structures required, as well as the interface design. You will then build a prototype in order to demonstrate an element of your game.