

SKSPP18

Incorporate interactive media in a product



Overview

This Standard is about incorporating in a product an end-user interface and the pathway that enables the end-user to navigate content, making use of the interactive material that has been developed by a specialist.

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Performance criteria

You must be able to:

- P1 identify solutions that allow the project to be fully exploited commercially
- P2 ensure that the material can be incorporated within time and budget
- P3 incorporate interactive material within a coherent, agreed product architecture
- P4 propose changes that may be needed in order to improve technical or commercial viability
- P5 ensure that end user features match the expectations and requirements of the client
- P6 ensure that the material incorporated covers the required user journeys
- P7 liaise with colleagues to ensure that documentation accurately describes how end-user features operate
- P8 ensure the incorporated material is compatible with the intended distribution media and viewing platform(s)

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Knowledge and understanding

You need to know and understand:

- K1 intended functionality of the project
- K2 techniques for combining and synchronising files
- K3 methods of testing functionality
- K4 current viewing standards and current professional, national and international deliverable standards and expressions of best practice for a range of platforms
- K5 standards of documentation to support end-users
- K6 principles of standard and non-standard deliverables and file formats

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Suite	Post Production; Editing; Live Events
Key words	post production, client, visual effects, graphics, sound, record, atmosphere, grade colour, systems, equipment, technical, content, create, Live Events, Exhibitions