SECTION A:	QUALIFICATION DETAILS		

QUALIFICATION DEVELOPER (S)	Department of Teacher Training &Technical Education		

TITLE	Diploma in Audio Visual	NCQF LEVEL	6

STRANDS (where applicable)	1. 2. N/A 3. 4.		

FIELD	Culture, Arts and Crafts	SUB-FIELD	Visual Arts	CREDIT VALUE	364

New Qualification	✓	Legacy Qualification	

SUB-FRAMEWORK	General Education		TVET	✓	Higher Education	

QUALIFICATION TYPE	Certificate	I	II	III	IV	V	Diploma	✓	Bachelor
	Bachelor Honours			Post Graduate Certificate			Post Graduate Diploma		
	Masters				Doctorate/ PhD				

RATIONALE AND PURPOSE OF THE QUALIFICATION

RATIONALE:

Audio Visual (Multimedia) has been identified as one of the occupations in high demand in Botswana and beyond (HRDC Occupation Code No.2166). The occupations or the skills are needed by the film, events and management, television and broadcasting and sectors respectively and others.

The qualification Diploma in Audio Visual is developed as a response to the need established by Human Resource Development Council Report (HRDC 2019) on Top Occupations in Demand, which identified Audio Visual as one of the occupations in high demand in Botswana.

This qualification has been developed in line with Botswana Government's Vision 2036, which acknowledges Design as key contributors to economic growth and employment creation. The qualification was guided by the curriculum blue print, ETSSP and the curriculum development manual.

The study carried out by ETSSP (2014) reveals that there is poor articulation of skills with labour market demands and an outdated curriculum and low utilization rates. In this manner, the industry complains about graduates who have little or no exposure to the industry. This qualification will addresses the issue of skills mismatch and equip graduates with practical skills needed in the industry.

This qualification was developed following thorough consultations with industry practitioners together with trainers/assessors in the TVET using Develop A Curriculum (DACUM) method. The Practitioners identified, analysed and verified a set of typical duties, tasks, generic skills, attitudes and future trends for the occupation of an Audio Visual Technician. The data obtained was used to develop graduate profile and assessment criteria).

PURPOSE: (itemise exit level outcomes)

The purpose of this qualification is to produce graduates with advanced knowledge, skills and competences to:

1. Develop audio visual content in accordance with ethical principles and established codes of practice.

2. Disseminate audio visual content across information networks.

3. Manage multimedia information on digital systems.

4. Provide technical support in multimedia projects and assignments.

5. Incorporate appropriate elements of design in the creation of audio visuals.

MINIMUM ENTRY REQUIREMENTS (including access and inclusion)

Minimum entry requirement for this qualification is as follows:

- Certificate IV, NCQF Level 4 (General Education or TVET Intermediate Certificate)

- Applicants who do not meet minimum entry will be absorbed through RPL and CAT according to the ETP's policies aligned to BQA RPL and CAT policies

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SECTION B	QUALIFICATION SPECIFICATION
GRADUATE PROFILE (LEARNING OUTCOMES)	**ASSESSMENT CRITERIA**
1.1. Integrate effective multimedia concepts and technology to communicate digital, audio and visual messages.	1.1.1. Examine multimedia systems requirements. 1.1.2. Establish the function and use of multimedia equipment. 1.1.3. Prepare text, video, audio, animation and pictures for a multimedia product development. 1.1.4. Publish developed multimedia products in various platforms.
1.2. Manipulate and reproduce high quality sound using recorded and stock audio files accordingly.	1.2.1. Establish the function of audio recording equipment. 1.2.2. Apply the skills to plan for audio recording 1.2.3. Carryout the setting-up and operation of equipment for audio recording 1.2.4. Apply the skill to Perform audio recording 1.2.5 Edit recordings to produce a coherent feature. 1.2.6 Mix the edited recording with other sources to complete an audio file 1.2.7. Publish finalised audio file according to the set standards
1.3 Produce a video content using multimedia equipment.	1.3.1.Apply the skills to plan for video recording 1.3.2 .Carry out the setting up and operation of video equipment. 1.3.3 Record videos according to the industry set standards and work ethics 1.3.4 Perform skills to edit video clips 1.3.5 Package video according to standards

	1.3.6 Publish edited video according to standards
1.4. Capture photographic images using photographic equipment	1.4.2 Setup equipment to capture photographs. 1.4.3 Use photographic equipment to capture images. 1.4.5 Manipulate captured photographs to produce a desired theme. 1.4.6 Package photographs according to the set standards. 1.4.7 Publish photographs according to the set standards.
1.5 Produce animation content using multimedia skills and technology	1.5.1 Develop a concept for an animation 1.5.2 Execute 2D/3D amination process. 1.5.3 Setup project file using appropriate software. 1.5.4 Edit animation elements. 1.5.5 Create motion sequence using appropriate software. 1.5.6 Render project as per the set standards. 1.5.7 Package the animation according to the set standards.
1.6 Create visual content to communicate messages effectively according to the standards	1.6.1 Apply historical stylistic movements in design 1.6.2 Apply for graphic design principles. 1.6.3 Create concept illustrations for a brief. 1.6.4 Create layouts in a design. 1..6.5 Create digitally designed images for a project 1.6.6 Publish the design in an appropriate format
1.7. Execute the skill to set up the lights for video & photograph	1.7.1 Investigate lighting for varied production. 1.7.3 Identify lighting equipment required from the lighting plan. 1.7.2 Prepare lighting equipment for use. 1.7.4 Set up equipment in accordance with the production scene.

	1.7.5 .Carry out procedures for testing illuminations and shadows.
	1.7.6. Perform safety precautions to handle lighting.
1.8 Execute the skill to apply professional (generic/soft) skills accordingly that are applicable in Multimedia industry	1.8.1 Employ effective & professional communication silks in any given situation in the workplace.
	1.8.2 Apply entrepreneurship skill in multimedia/Audio Visual business set up.
	1.8.3 Carry out administration & management duties in multimedia industry.
	1.8.4 Exhibit the skill to manage project effectively in alignment with the strategy.
	1.8.5 Employ the skill to carryout research in multimedia discipline.
	1.8.6 Apply code of ethics for engineers in work environment.
1.9 Apply health and safety measures in the workplace as per the prescribed standards	1.9.1 Apply and monitor occupational, health and safety regulations, codes and practices in the work place
	1.9.2 Adhere to health and safety regulations in the workplace to minimise risks and accidents
	1.9.3 Administer first aid according to the required standards
	1.9.4 Comply with health & safety reporting procedures for injuries and accidents in the workplace

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SECTION C		QUALIFICATION STRUCTURE			
COMPONENT	**TITLE**	**Credits Per Relevant NCQF Level**			**Total Credits**
		Level [ ]	**Level [5]**	**Level [6]**	
FUNDAMENTAL COMPONENT *Subjects/ Courses/ Modules/Units*	Introduction to Computing		8		**8**
	Communication Skills		8		**8**
	Occupational Health and Safety		6		**6**
	Supervisory Skills			6	**6**
	Entrepreneurship		8		**8**
	Introduction to Research Methods			8	**8**
	Project Management Essentials			10	**10**

CORE COMPONENT	Basic Digital Photography		10		**10**
Subjects/Courses/ Modules/Units	Multimedia Technology		10		**10**
	Multimedia Ethics			8	**8**
	Basic Graphic Design		14		**14**
	History of Art for Multimedia		8		**8**
	Digital Audio Techniques		12		**12**
	Character Design		14		**14**
	2D Animation		13	14	**27**
	Digital Video		13		**13**
	Audio Recording			16	**16**
	3D Animation			18	**18**
	Lighting			14	**14**
	Video Recording			17	**17**
	Audio Editing			14	**14**
	Video Editing			14	**14**
	Storyboarding			11	**11**

		Credits Per Relevant NCQF Level			Total Credits
	Integrated Research Project			30	**30**
	Work placement			60	**60**

STRANDS/ SPECIALIZATION	Subjects/ Courses/ Modules/Units	Credits Per Relevant NCQF Level			Total Credits
		Level [ ]	Level [ ]	Level [ ]	
1.					
2.					

Electives					

SUMMARY OF CREDIT DISTRIBUTION FOR EACH COMPONENT PER NCQF LEVEL	
TOTAL CREDITS PER NCQF LEVEL	
NCQF Level	*Credit Value*
Level 5	*124*
Level 6	*240*
TOTAL CREDITS	*364*

Rules of Combination:
(Please Indicate combinations for the different constituent components of the qualification)

Fundamentals NCQF 5= 30

Fundamental NCQF 6 = 24

Core NCQF 5 = 94

Core NCQF 6=216

Total Credits 364

The candidate has to pass all core modules and fundamentals modules.

N.B. There are no electives for this qualification

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ASSESSMENT ARRANGEMENTS

Documentation

All necessary documents including: qualification document, alignment matrices, assessment instruments and Assessment criteria/rubrics should be available.

Formative (60%)

The contribution of formative assessment to the final grading shall be 60%

Summative Assessment (40%)

The contribution of summative assessment to the final grade shall be 40%

Assessment shall be carried out by BQA registered and accredited Assessors

MODERATION ARRANGEMENTS

Internal and external moderators to be engaged will be BQA accredited subject specialists in relevant fields with relevant industry experience and academic qualification. The moderators should be holders of Bachelor's Degree in Audio Visual, Bachelor's Degree in Sound Engineering, Bachelor's Degree in Multimedia Design, Bachelor's Degree in Film Making   relevant/similar qualifications and industrial experience will be an added advantage.

RECOGNITION OF PRIOR LEARNING

Recognition of Prior Learning (RPL) will be considered for the award of the credits according to applicable RPL policies

CREDIT ACCUMULATION AND TRANSFER

Credit Accumulation and Transfer will be considered for the award of the credits according to applicable RPL policies

PROGRESSION PATHWAYS (LEARNING AND EMPLOYMENT)

LEARNING PATHWAYS

Horizontal and/or Diagonal Articulation (related qualifications of similar level that graduates may consider)

- Diploma in Graphic Design
- Diploma in Animation
- Diploma in Audio Production
- Diploma in Multimedia

Graduates may consider undertaking professional certifications since vendor training is recognized internationally as an industry benchmark for product specific training.

Vertical Articulation (qualifications to which the holder may progress to)

- Bachelor's Degree of Arts in Multimedia
- Bachelor's Degree of Arts in Graphic design
- Bachelor's Degree of Arts in Film and Animation Production
- Bachelor's Degree of Arts in Web design

EMPLOYMENT PATHWAYS

On successful completion of this qualification the holder may be absorbed in the job market as:

- Multimedia Technician
- Animator
- Graphic designer
- Lighting designer
- Audio designer
- Videographer

QUALIFICATION AWARD AND CERTIFICATION

Qualification Award

- Candidate meeting the required minimum of 364 credits will be awarded Diploma in Audio Visual in accordance with the qualification composition rules and applicable policies.

Certification

- There will be certification upon awarding of Diploma in Audio Visual qualification.

SUMMARY OF REGIONAL AND INTERNATIONAL COMPARABILITY

Title of Qualifications

They have different qualification tittles: Australia is Diploma of Information Technology (Multimedia), South Africa is Diploma in animation whereas the proposed qualification is Diploma in Audio Visual.

Duration and Level

The duration of the qualification published by Australian Qualifications Authority is between 1-2 years, whereas for South African Qualifications Authority (SAQA) is 2 years and the proposed qualification is 3 years. The proposed qualification has two entry levels which is for the holders of NCQF Level 4 qualification (BGCSE entry level is year 1) and NQF Level 5 qualification (Certificate V entry level at year two). The Australian Qualifications Authority entry level is for graduates of NQF level 5(who have first year/ Certificate V) whereas South African Qualifications Authority qualification entry duration is for candidates with NQF Level 4(Grade 12). The proposed qualification shares some of the competencies for second and third year with Australian Qualifications Authority qualification, and shares some of the competencies with SAQA on first and second year.

Main Exit outcomes

The benchmarked qualifications and the proposed qualification have some similar competencies such as managing project quality, establishing and maintain client user liaison, maintaining health and safety and communicating effectively with clients.

Modules

Some of the modules for the benchmarked are the same as the proposed qualification and examples include digital and video, history of art, story boarding, animation, ICT.

Assessment strategies and Weightings

The proposed qualifications do have formative and summative assessments

Qualification rules and minimum Standards for the award of the qualification

The proposed qualification and the benchmarked have stated that the candidate has to certify all the set minimum standards (such as all the modules should be passed) of the qualification in order to be awarded a diploma.

Comparability and Articulation

- The students of the proposed qualification can articulate horizontally (NQF Level 6) or transfer to institutions offering the proposed qualification since benchmarked qualifications are of the multimedia field. Horizontal articulation qualifications include: Diploma in Animation, Diploma in Multimedia Technology, Diploma in Audio Visual Technology and Diploma in Audio Visual Production.

- Students can articulate vertically to NQF Level 7(Bachelor's Degree) since the benchmarked qualifications offers qualification of Bachelor's Degree in Multimedia. Vertical articulation qualifications also include: Bachelor's Degree in Audio Production,, Bachelor's Degree in Animation, Bachelor's Degree in Graphic Design, Bachelor's Degree in Audio and Video Systems and Bachelor's Degree in Multimedia Design.

The graduates of the proposed qualification can be employed as Audio Visual Technicians, Camera Operators, Film and Video Editors, Sound Energy Technicians, Computer User Specialists, Broadcast Technicians, Engineering Technologists and Technician, Movie Projectionist and others.

Areas of employment include Arts, Audio/Visual Technology, Communication Industries and others.

Conclusion

It has to be noted that the proposed and the SAQA qualification are specialities of Multimedia, except Diploma of Information Technology (Multimedia) for Australia Qualifications Authority which produces an all-rounder Multimedia person. Therefore the naming of the qualifications are not the same and the exit outcomes and modules have few similarities.

REVIEW PERIOD
The qualification will be reviewed every five (5) years or as and when required depending on the changing needs of the market

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For Official Use Only:

CODE (ID)			
REGISTRATION STATUS	**BQA DECISION NO.**	**REGISTRATION START DATE**	**REGISTRATION END DATE**
LAST DATE FOR ENROLMENT		**LAST DATE FOR ACHIEVEMENT**	
REVISION DATE:		**NAME OF PROFESSIONAL BODIES/REGULATORY**	