

Cambridge International AS & A Level

DIGITAL MEDIA & DESIGN**9481/02**

Paper 2 Externally Set Assignment

October/November 2026**10 hours**

This paper may be given to candidates as soon as it is received by the centre. The 10-hour supervised test can be scheduled at any time but it must be completed no later than 31 October 2026.

INSTRUCTIONS

- Choose **one** assignment.
- Include your name, candidate number and centre number on all work submitted for assessment.
- You should have a minimum of 4 weeks' preparation time to complete the supporting studies. You can start as soon as you receive this question paper. You must complete the supporting studies before the start of the supervised test.
- The supporting studies are your reference material, which will inform your work during the test. Your supporting studies should show research, development, review of your ideas and feedback as your ideas have developed.
- Your final creative solution should be completed during the 10-hour supervised test.
- Up to 10 sheets/screens of supporting studies must be taken into the examination room and must be submitted for external assessment together with your final work from the test. Your submission will be assessed as a whole.
- All work must be submitted digitally.
- Moving image work should not exceed 5 minutes' duration and can be shorter.

INFORMATION

- The total mark for this paper is 100.
- All assignments are worth equal marks.

This document has **4** pages. Any blank pages are indicated.

Choose **one** assignment.

1 Transport

A museum is hosting an exhibition about modes of public transport.

Choose one of the following concepts to develop:

- a home page for the exhibition's website
- a digital installation about past and present modes of transport
- designs for a game introducing the exhibition
- an animation to promote a new metro line.

Your work should demonstrate how your research has informed your ideas. The work should also show your understanding of the intended audience and the concept. You should present this work with the final outcome.

2 Scavenger Hunt

A games manufacturer is launching a game called Scavenger Hunt. Players follow a series of clues to collect objects which unlock the next level. Clues are comprised of images, riddles or puzzles.

Choose one of the following concepts to develop:

- game environments based on your digital photography
- digital illustrations of the objects collected within the game
- animated clues
- a film to advertise the game.

Your work should demonstrate how your research has informed your ideas. The work should also show your understanding of the intended audience and the concept. You should present this work with the final outcome.

3 Image and text

Poems can be powerful evocations of ideas, emotions, or memories. You are invited to showcase a poem of your choice using image and text.

Choose one of the following concepts to develop:

- digital illustrations inspired by poetry
- a photography project based on narrative poetry
- an animation based on poetic rhythm
- a short film inspired by a poem.

Your work should demonstrate how your research has informed your ideas. The work should also show your understanding of the intended audience and the concept. You should present this work with the final outcome.

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