Multimedia

Level: Stage 1

Duration: Semester

Prerequisite: None required

Additional Cost: None

Further Enquiries:

- Please contact Design & Technologies coordinator Mr Simon Finch
- Phone: 8647 3300

Who Is This Course For?

Students who are interested in analysing and designing computer games and interactive multimedia experiences. Some familiarity with Digital Technologies through previous studies will be very useful.

What Will I Learn?

You will:

- Investigate existing information technology systems to discover their nature and components.
- Develop a range of skills and techniques while creating their own systems that can be tested and evaluated.
- Develop and apply specialised knowledge and understanding in the use of software in a number of information technology areas.

Topics:

- Interactive game elements and structures
- Development tools
- Character design and concept art
- Design process and solution realisation

How will I be assessed?

You will demonstrate evidence of your learning through the following assessment types.

- Specialised Skills tasks (2) – 60%
- Design process and Solution – 40%