

Multimedia

Level: Stage 2

Duration: Full Year

Pre requisite: None required

Additional Cost: None

Further Enquiries:

- Please contact Digital Technologies coordinator Mr Simon Harding
- 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
- Materials and resources studies
- Issues Investigation

How will I be assessed?

- You will demonstrate evidence of your learning through the following assessment types.
 - Specialised Skills tasks (2) - 20%
 - Design process and product - 50%
 - Resources Study (External) - 30%