

# Multimedia

**Level:** Stage 2

**Duration:** Full Year

**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
- 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%