AIMS:
Information Technology Systems (ITS) is a practical discipline which prepares students to respond to emerging technologies and information technology (IT) trends. Students develop the knowledge of, and skills in, the systems supporting IT. Information Technology Systems prepares students to cope with, and harness to their advantage, the changes and significant opportunities associated with IT. This subject may lead to employment in such areas as IT support, graphic and multimedia manipulation, or tertiary study in the fields of multimedia design, games design, website design and animation.

CONTENT:
Subject matter in Information Technology Systems is organised in five interwoven elements:
• Theory and techniques
• Problem-solving process
• Project management
• Client relationships
• Social and ethical issues.

Contexts provide a focus for developing the subject matter into units of work. They include:
• 2 and 3D Animation
• Game design
• Graphic design
• Interactive media
• Multimedia
• Special Effects for Video
• Video production
• Web design.

ASSESSMENT:
Students are assessed against standards described in terms of:
• Knowledge and communication
• Design and development
• Implementation and evaluation.

Assessment will be client focused and involve project management to ensure students are actively relating their learning to industry needs and requirements. This will include minor and major projects, assignments and formal tests.

PREREQUISITES:
Sound Achievement in Year 10 English. Experience with computers in Middle School is recommended but not required.

COURSE ACCREDITATION: Completion of four semesters at a sound or better, contributes 4 points towards achieving the Queensland Certificate of Education.