This is a multimedia computing subject where students create special effects for the screen, 2D and 3D animations, interactive games and learn project management skills.

AIM - The purpose of this subject is to:

1. Simulate industry by focusing on project-based work. Students are required to respond to the needs of clients by thinking critically and purposefully through the applications of IT.
2. Start students in Year 11 foundational studies in ITS and IPT.

CONTENT

Term 1
Visual Basic
Introduction to scripting languages and visual form design

IT for Business
Students create a business product for a large theme park (eg. Interactive Booking Form for website, conferences etc)

Term 2
Graphic design and Animation
Using Adobe Illustrator to create graphics for Apps and Websites. Creating interactive multimedia projects for a variety of customers.

Term 3
Special Effects for Screen
Creating cinematic visual effects and motion graphics for television and the big screen. After Effects allows users to animate, alter and composite media in 2D and 3D space.

Term 4
App design/development
Students are given the opportunity to either utilise their design or programming skills to create an App. The term focuses on the creation of an “idea”. Students then turn their idea into an App.

PREREQUISITES:
Students must have achieved at least a sound achievement (C) in Year 9 English in order to study this course. Students are not required to have computer and Internet access at home however this is advantageous if students experience absences.

ASSESSMENT:
Students will be assessed using a variety of techniques. These may include:

• Formal testing in the form of in-class assignments
• Teacher observation
• Class presentations and demonstrations
• Peer and self assessment