

CUA20215 & CUA31015

Certificate II in Creative Industries and Certificate III in Screen and Media

2022

This VET Program is designed to provide students with the knowledge and skills needed to enter further education or employment in the multimedia, gaming and media industries.

COURSE AIMS

Students will develop skills and experience in a variety of areas including develop digital imaging skills, maintaining interactive content, creating 2D animations, writing content for a range of media as well as performing basic vision and sound editing.

CONTRIBUTION TO VCAL/VCE

VCAL: One credit towards a VCAL learning program is awarded on successful completion of 90 nominal hours of accredited VET curriculum.

VCE: Students who complete this Program may be eligible for recognition of two or more units at units 1 & 2 level and a units 3 & 4 sequence.

ATAR: Students wishing to receive an ATAR contribution for the Units 3 and 4 sequence must undertake scored assessment for the purposes of gaining a study score. This study score can contribute directly to the primary four or as a fifth or sixth study.

Where a student elects not to receive a study score for VCE VET Screen and Media, no contribution to the ATAR will be available.

Please note: The student must already have English and three other fully scored VCE/VET subjects to create the primary four.

POTENTIAL PATHWAYS

- Certificate IV in Multimedia
- Advanced Diploma of Interactive Media
- Bachelor of Multimedia
- Bachelor of Design (Multimedia Systems)

POTENTIAL OCCUPATIONS

- Graphic designer
- Website designer
- Media producer
- Publisher
- Photographer
- Screen printing
- Multimedia developer
- Games developer

ADDITIONAL REQUIREMENTS/ INFORMATION

There currently is no further information or requirements for this Program.

OCCUPATIONAL HEALTH & SAFETY

Students are required to wear protective footwear and other protective items as required under OH&S legislation. More information will be provided at commencement of the Program.

NATIONAL OR STATE ACCREDITATION

National

REGISTERED TRAINING ORGANISATION

Australian Institute of Education & Training with Loreto College Ballarat

RTO CODE

121314

PROGRAM LOCATION

Loreto College
1600 Sturt Street, Ballarat

PROGRAM LENGTH

2 years

DAY AND TIME

1st year – Thursday 1.45pm to 5.00pm
2nd year – Tuesday 1.45pm to 5.00pm

PROGRAM MATERIAL COSTS (APPROXIMATE ONLY)

1st year – \$130
2nd year – \$130

STRUCTURED WORKPLACE LEARNING

Strongly recommended – 80 hrs / 2 weeks minimum over total Program

OUTCOMES

Satisfactory completion of this two year program entitles the student to a Certificate II in Creative Industries and a Certificate III in Screen and Media.

ENROLMENT TYPE

VE1

Commencement of Program will be dependent on adequate student numbers for enrolment and funding. Programs and units of competency are subject to change prior to commencement. This training is delivered with Victorian and Commonwealth Government funding to eligible individuals.

1ST YEAR UNITS OF COMPETENCY

CUAWHS302	Apply work health and safety practices
CUADIG202	Develop digital imaging skills
BSBCRT101	Apply critical thinking techniques
CUADIG201	Maintain interactive content
CUAACD201	Develop drawing skills to communicate ideas
CUAIND201	Develop and apply creative arts industry knowledge
CUAPOS201	Perform basic vision and sound editing
BSBWOR203	Work effectively with others
BSBDES202	Evaluate the nature of design in a specific industry context
BSBDES201	Follow a design process

2ND YEAR UNITS OF COMPETENCY

CUADIG304	Create visual design components
CUADIG302	Author interactive sequences
BSBDES302	Explore and apply the creative design process to 2D forms
CUAWRT301	Write content for a range of media
CUAANM301	Create 2D digital animations