



This program provides students with the knowledge and skills to enhance their employment prospects in the multimedia, gaming and media industries.

COURSE AIMS

Students who complete this program will be able to work safely under routine supervision including creating 2D digital designs, 2D animations, interactive content (gaming), preparing video assets and creating visual design components.

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

A one year program is available- CUA20215 Certificate II in Creative Industries.

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
CLUSTER PROVIDER	Loreto College Sturt Street, Ballarat
REGISTERED TRAINING ORGANISATION	Australian Institute of Education & Training
RTO CODE	121314
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 – \$TBC 2nd year – \$TBC
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 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

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