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 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.

**POTENTIAL PATHWAYS**

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

**1ST YEAR UNITS OF COMPETENCY**

- CUA1WHS302 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
- CUAPSO201 Perform basic vision and sound editing
- BSBVOR203 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
- CUAAJM301 Create 2D digital animations