ICT50915 Diploma of Digital Media Technologies
National ID: ICT50915 | State ID: AWD9

About this course

Do you want to take your digital media skills to the next level, learn how to create 3D models, animate them and place them into a video production? Do you want to add to your programming skill set and learn how to develop mobile apps?

If so then the Diploma of Digital Media Technologies may be just what you are looking for.

Or do you want to focus on the multimedia side of things and avoid the programming?

If so, then the Diploma of Digital Media Technologies - Multimedia Stream could be what you are looking for.

Maybe you want to learn to program dynamic web pages and applications for mobile devices?

The Diploma of Digital Media Technologies - Programming Stream provides the skills and knowledge for an individual to be competent in designing, developing and refining digital media technologies as an independent ICT specialist or as part of a team. It provides the opportunity to work in new and emerging digital media technology areas, such as online, and interactive design and development, and with tools and equipment, such as software, Web 2 tools, technologies and mobile devices.

Skills gained:
• Understanding copyright, ethics and privacy and how it applies in an IT environment
• Working effectively in the industry and managing interactive media production and projects
• Ensuring that your workplace is a safe workplace
• Verifying a client’s business requirements
• Originating and developing your concepts
• Designing information architecture
• Designing and creating models for a 3-D and digital effects environment
• Creating and implementing designs for a 3-D games environment
• Performing basic vision and sound editing
• Advanced sound editing techniques
• Incorporating and editing digital video for your productions
• Editing screen content for fast turnaround
• Designing and producing animation and digital visual effects
• Designing web environments using HTML5 and CSS3
• How to build a dynamic website
• Applying intermediate programming skills in another language
• Applying intermediate object-oriented language skills, and
• Beginning developing mobile applications.

Overview

Training at CRTAFE will be offered with a blended, flexible delivery model to enable social distancing measures during the COVID-19 pandemic. This approach may include a combination of online and classroom based delivery, as well as practical and work experience placements. While the mode of delivery may vary, the content and key learning outcomes of the course will remain the same. Lecturers will provide specific instructions to their student groups on how training will be undertaken and the support available to them.

Semester 2, 2020

Geraldton Campus - Classroom, Multimedia Stream

🗗 Duration: 2 Semester/s
📅 When: Semester 2, 2020
How:
Face to face (class room)
Full-Time

Units

Core

<table>
<thead>
<tr>
<th>National ID</th>
<th>Unit Title</th>
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</thead>
<tbody>
<tr>
<td>BSBCRT501</td>
<td>Originate and develop concepts</td>
</tr>
<tr>
<td>BSBWHS501</td>
<td>Ensure a safe workplace</td>
</tr>
<tr>
<td>ICTGAM504</td>
<td>Manage interactive media production</td>
</tr>
<tr>
<td>ICTICT418</td>
<td>Contribute to copyright, ethics and privacy in an ICT environment</td>
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<tr>
<td>ICTICT419</td>
<td>Work effectively in the digital media industry</td>
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<tr>
<td>ICTPMG501</td>
<td>Manage ICT projects</td>
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Elective

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<thead>
<tr>
<th>National ID</th>
<th>Unit Title</th>
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<tbody>
<tr>
<td>CUAANM502</td>
<td>Create 3D digital environments</td>
</tr>
<tr>
<td>CUADIG502</td>
<td>Design digital applications</td>
</tr>
<tr>
<td>CUADIG505</td>
<td>Design information architecture</td>
</tr>
<tr>
<td>CUAPOS201</td>
<td>Perform basic vision and sound editing</td>
</tr>
<tr>
<td>CUAPOS401</td>
<td>Edit screen content for fast turnaround</td>
</tr>
<tr>
<td>ICTDMT501</td>
<td>Incorporate and edit digital video</td>
</tr>
<tr>
<td>ICTGAM512</td>
<td>Create and implement designs for a 3-D games environment</td>
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<tr>
<td>National ID</td>
<td>Unit Title</td>
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<tr>
<td>ICTGAM514</td>
<td>Design and create models for a 3-D and digital effects environment</td>
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<td>ICTGAM525</td>
<td>Apply digital texturing for the 3-D environment in digital games</td>
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<tr>
<td>ICTICT515</td>
<td>Verify client business requirements</td>
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<tr>
<td>ICTWEB429</td>
<td>Create a markup language document to specification</td>
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<tr>
<td>ICTWEB516</td>
<td>Research and apply emerging web technology trends</td>
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**Entrance requirements**

<table>
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<tr>
<th>School Leaver</th>
<th>Non-School Leaver</th>
<th>AQF</th>
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</thead>
<tbody>
<tr>
<td>Completion of WACE General or ATAR (Minimum C Grades) or equivalent</td>
<td>Completion of WACE General or ATAR or equivalent (minimum C Grades)</td>
<td>Certificate III</td>
</tr>
</tbody>
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**Study pathway**

**Further study opportunities**

Central Regional TAFE has many further study opportunities available. Check out our Course Guide for all your future study options.

**Job opportunities**

Your guide to Australian careers

Job opportunities include: Digital Media Producer, Digital Media Designer, Digital Media Developer or Digital Media Developer/Engineer. Graduates can work in a variety of roles designing, developing and refining digital media technologies as an independent ICT specialist or as part of a team.

**Important information**
Additional Resources
On occasion there may be additional resources that learners are required to provide as part of their course. Specific details will be provided in your Pre-Enrolment Information Pack.

VET Student Loans
This qualification is eligible for the Commonwealth Government’s VET Student Loan scheme. Eligible students can opt to defer the payment of all or part of their tuition fees by applying for a VET Student Loan. VET Student Loans will not be approved for students who do not meet eligibility requirements. Approved loans become a personal debt with the Commonwealth (HELP debt) until it is repaid.

For more information on VET Student Loans at Central Regional TAFE click here.

For other VET Student Loan eligible courses please visit: www.education.gov.au/vet-student-loans

Disclaimer
Courses at Central Regional TAFE are delivered subject to resources and demand. For the latest information, check with the appropriate campus, as course availability may be subject to review and change.

Fees and charges
Find our Indicative Price List here.

At Central Regional TAFE, three types of fees may be charged.

Course Fees
The course fee is determined by multiplying the tuition fee rate by the nominal hours, which is the number of hours in which an average student could be expected to complete each unit.

Resource Fees
Resource fees are charges for materials that are considered essential to a course or unit of study and which do not form part of the course fee. The resource fee covers materials purchased by the College to be consumed or transformed by students in the course of instruction, such as workshop materials, workbooks and essential uniforms.

Other Fees
Other fees may be charged for goods or services that are not essential to the course such as parking, membership to student organisations and security passes.

In addition to these fees students may need to purchase textbooks, uniforms and other course specific equipment. Your Pre Enrolment Information package will provide additional information if these are required.

Please note, fees are subject to change.