ICT30120 Certificate III in Information, Digital Media and Technology – (Partial Completion)

NEW COURSE IN 2022
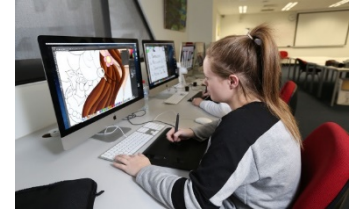
Course Description

The Certificate III in IDMT provides students with entry level training in the exciting new medium of digital technology. The course focal point will be the creative side of concept development, Digital painting, video editing, 3D model maker, character design, user interface design, concept art and animation.

Who should apply?

Students who are interested in the creative and technological side of computers and have an open and flexible attitude towards change and advancement in the screen and media industry. With additional training and experience potential employment opportunities may include support games developer, mobile games programmer, and games designer. It will also provide the base knowledge for operating system software, diagnostic testing and working in the ICT environment.

Possible job outcomes

This course will prepare participants for work as web page designers, animators, visualisers and digital video and multimedia producers. With additional training and experience potential employment opportunities can include web designer or developer, games designer, animator or special effects producer.

Program Structure

- 2 year program
- Delivered one afternoon a week
- Holiday block training

VCE subjects

There are no prerequisite subjects, but the following are recommended:
- English 1 and 2 or Industry and Enterprise 1 and 2
- Media 1 and 2
- Information Technology 2 and 3

Work Placements

Work placement is optional in this course; however, if undertaken, it may occur during term holidays, and is highly recommended.

Pathways

This course has been designed to articulate with the Certificate IV in Information, Digital Media and Technology, Diploma of Graphic Design and the Advanced Diploma of Arts (Electronic Design and Interactive Media).

Contribution to the VCE

Students undertaking Certificate III in Information, Digital Media & Technology are eligible for credit of up to four VCE VET units on their VCE Statement of Results. Two of these VCE VET units are at unit 1-2 level and two are at unit 3-4 level.

Students may accumulate VCE VET units over more than one year.

These certificates will satisfy learning outcomes for the industry specific skills and work related skills strands in these VCAL programs.

UNIT OUTLINE Partial Completion

NEW COURSE IN 2022 – UNITS TO BE CONFIRMED

VCE VET Units 1 & 2		
Code	**Units of Competence**	**Nominal Hours**
Compulsory		
BSBWHS304	Participate effectively in WHS communication and consultation processes	30
ICTICT202	Work and communicate effectively in an ICT environment	40
ICTSAS308	Run standard diagnostic tests	40
Electives		
ICTGAM301	Apply simple modelling techniques	50
ICTGAM302	Design and apply simple textures to digital art	50
ICTGAM303	Review and apply the principles of animation	60
	Subtotal	**270**
VCE VET Units 3 & 4		
Code	**Units of Competence**	**Nominal Hours**
BSBSUS401	Implement and monitor environmentally sustainable work practices	40
ICTPRG301	Apply introductory programming techniques	40
CUAANM301	Create 2D Animation	35
CUAANM302	Create 3D Animation	75
	Subtotal	**190**
TOTAL		**460**

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RESOURCES & COSTS

VET DSS Materials Fee 2022 – GUIDE ONLY TBC

First Year

Fees & Charges:

There are no resource costs

Second Year

Fees & Charges:

There are no resource costs

Warrnambool campus students purchase and collect Module books from the Bookshop located in Building S, The Stables, entrance facing Gilles Street

Payment can be made by cheque, cash or over the phone payment by parent using credit card.

All Resource books **must be paid for within 2 weeks** of the student starting their TAFE in Schools VET DSS program.

For bookshop information contact (03) 5564 8951

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Student Name: _____ **Date:** _____

School: _____ **Receipt Number:** _____