Digital Media
(Design and Technology:
Level: Stage 2
Course length: Full year
Credit value: 20 Credit points

Advice to students
A strong interest in using Information Communication Technologies to Design Graphic Products is essential for success in this subject. No experience in using Adobe® CS software is expected although a sound knowledge in operating a computer is assumed.

Course overview
Through the study of Design and Technology (Digital Media) students develop the ability to identify, create, initiate and develop Graphic Products. Students explore technologies in both contemporary and historical settings and analyse the impacts of technology including social, environmental and sustainable consequences. In Digital Media, students use images and other media to design and make visual products that communicate information. (For example, posters, brochures, packaging and web sites.) The course allows the opportunity for students to use an extended range of graphics software in the creation of Digital works.

Students negotiate with the teacher the types of Graphic Products they create in the Minor and Major Product Component (print of screen-based).

Skills and Applications include:
• Bitmap image manipulation, editing and creation using Adobe® Photoshop®
• Vector Drawing illustration using Adobe® Illustrator®
• Materials Application Investigation
• Using the Design Process to produce Visual Communication Products.

Assessment
• Skills and Application Tasks 20%
  Practical exploration of Digital Media techniques and software.
• Product Tasks 50%
  Presentation of a completed major and minor visual Design Product.
• Folio 30%
  Documentation and analysis of Design Product and evaluation.

Pathways
A solid foundation for other studies in the Multi-Media and Graphic Design industries. (Useful as a Portfolio.)