

Digital Technologies Level 2 Software Development & Programming (2DSV)

Description: The aim of this course is to provide students with an opportunity to create new tools using software development systems.

Content:

This course has two main areas of study: An introduction to Adobe Flash to create 2D animations, and an introduction to the Gamemaker software and basic programming techniques to create interactive games.

Skill Development:

- Learn how to use the range of image manipulation tools and enhancements within the Adobe Flash software
- Study the principles of effective game design and how to use a range of digital tools and programming techniques within the Gamemaker software
- Design and produce interactive media

Generating and Developing Ideas:

- Working with a client, stakeholders and experts in the community to design and create technological outcomes within the interactive design medium
- Use Visual diaries to plan and sketch the look and function of an interactive outcome

Assessment: Assessment is based on the following Achievement/Unit Standards:

Reg No.	Achievement / Unit Standard Title	Level	Credits	Method	Domain
AS 90342	Develop and model a conceptual design in information and communication technology (2.1)	2	6	I	T
US 5961	Demonstrate an understanding of digitizing still images for multimedia computer applications	2	3	I	C
AS 90368	Demonstrate skills in information and communication technology (2.7)	2	4	I	T
AS 90349	Develop and implement a one-off solution in information and communication technology (2.2)	2	6	I	T
AS 90367	Examine technological knowledge in information and communication technology practice (2.6)	2	4	E	T
TOTAL			23		

(Key: Method = internally or externally assessed; T = Technology – General Education, C = Generic Computing)

Qualification: NCEA Technology ICT (Level 2) – up to 20 internal credits. NZQA Generic Computing Unit Standards (Level 2) – 3 credits

Entry Requirements: An interest in Game design and programming. Level One Digital Technology. Students can not take both Software Development and Programming and Digital media at Level 2.

Equipment Needed: Clearfile, visual diary, USB Flash drive.