Digital Technologies
Level 2 Digital Media (2DTM)

Description: The aim of this course is to provide students with an opportunity to carry out technological practice in the area of Digital Technology, Web Design

Content: Digital Media introduces two main areas of study: Use Adobe Dreamweaver software to create and design web pages. Use XHTML and CSS to create web pages

Skill Development:
- Learn how to use the range of tools and enhancements within the Adobe software
- Study the principles of effective web site design and how to use a range of digital tools and editing techniques to produce quality outcomes
- Design and produce interactive media items

Generating and Developing Ideas:
- Work with a client, stakeholders and experts in the community to design and create technological outcomes within a web design context
- Use Visual diaries to plan and sketch the look and function of an 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
AS 90368	Demonstrate skills in information and communication technology (2.7)	2	4	I	T
US 26656	Create a website using a markup language to meet a set brief	2	3	I	C
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 credits. NZQA Generic Computing Unit Standards (Level 2) – 3 credits.

Entry Requirements: An interest in Digital Media and/or 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.