

Digital Technologies Level 3 Digital Media (3DTM)

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

Content:

There will be two projects during the year. These projects will provide the opportunity for students to explore and communicate effectively through the use of 2D and 2D media

Skill Development:

- Learn how to use the range of tools and enhancements within the SWIFT 3D animation software
- Use Adobe Flash as an interface for 2D and 3D animation sequences
- Apply a range of animation techniques to create interactive presentations
- Use audio/music manipulation software to create sound effects and music files

Generating and Developing Ideas:

- Work closely with a client and stakeholder/s to design and create an interactive learning tool
- Work closely with other technologists and experts in the field of digital media and animation

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

Reg No.	Achievement Standard/ Unit Standard Title	Level	Credits	Method	Domain
AS 90620	Develop a one-off solution to address a client issue (3.2)	3	8	I	T
AS 90685	Demonstrate advanced skills in ICT (3.7)	3	4	I	T
US 25661	Design and assemble an interactive media product without scripting	3	3	I	C
US 5947	Use computer technology to solve a specified problem	3	3	I	C
AS 90684	Explain knowledge that underpins an information and communication technology (3.6)	3	4	E	T
TOTAL			22		

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

Qualification:

NCEA Level 3 – up to 16 credits + an opportunity for Technology Scholarship. NZQA Generic Computing Unit Standards (level 3) 6 credits

Entry Requirements: Preference will be given to students who have taken one of the Year 12 Digital Technology courses

Equipment Needed: Visual Diary, USB Flash Drive